

GOLDEN AXE II · RAIDEN · MERCS PACMANIA · SHADOW OF THE BEAST

LASER GHOST-LINE OF FIRE G-LOC · SUPER SPACE INVADERS

HARD DRIVIN'- CAPTAIN PLANET CASTLEVANIA - SUPER TENNIS TIPS





SUPER FAMICOM



MINTENDO

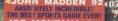


**GAME GEAR** 









**AMAZING! SO MUCH SPEECH** YOU JUST WON'T BELIEVE IT!









#### THE UPPER ELBOW,

#### THE UPPER ARM...?

You used to be so cool calm and collected, few games were ever going to get the better of you.

Then along comes this bunch

One sure-fire way of losing that cool, if not your marbles, "Marble Madness "" is a crazy roller-coaster arcade challenge. Helter-skelter down 6 stages, with 8 difficulty levels and steadily make your way to complete insanity.

"The Immortal "" a macarbre 3D descent through 50 dungeon chambers in search of your old master Mordimar. Each level will prove to be more puzzling and more gruesome than the last. Your only chance is to fight fire with fire, slime with slime and slice, behead, electrocute or spike anyone or anything that stands in your way.

"John Madden's Football "92" is tough. Very tough. The update on all-time best selling football title, is now even more crunchingly realistic. It features more game-plays, more teams, instant replays, improved animation, a new TV-like perception and the opportunity to knock quarter-backs into the middle of next season.

"F-22 Interceptor "M" is the first true 3D combat flight-sim title technical break-through for MegaDrive. Piloting the Lockhead F-22 Advanced Tactical Fighter, it's so up-

to-the-minute, you'll even find yourself flying into the red-hot Iraqi war-zones.

In "James Pond II ™ Codename: Robocod ™, the amazing aquatic agent is back to reduce his enemies to underwater weeds. Only now, able to operate on land as well as in water, he's out to save 9 different arctic toy factories, equipped with all the latest gadgetry including a flying barbruth.

"Fatal Rewind \*\*" from Psygnosis is a Game Show with a difference. The first prize is your life. It's a battle against the clock, blasting, leaping and clawing your way out of 16 Pits of Death, while keeping an eye on the ever-rising tide of Deadly Life Liquid.

Also from Psygnosis "Shadow of the Beast Priv pitches you against a monster with a few scores of his own to settle. He controls no fewer than 132 different sadistic associates, all of whom you must coole, fool, fight and destroy, to gain access to the enemy camp.

Finally, "Buck Rogers <sup>111</sup>, The 25th Century. Countdown to Doomsday" is your chance to lead a ramshackle crew of delinquents against the combined might of the Russo-American Mercarulle, Your mission of course, is nothing less than to save the Planet Earth, both on land and in space through a previously unseen ship-to-ship combat system.

So go for it! Try your hand at all of them. But don't say we didn't warn you.









ELECTRONIC ARTS

Distributed by: Sega Europe, 16 Portland Road, London WII 4LA, Tel: 071-727 8070

#### **EDITORIAL**

Sparks fly in this month's Editorial as Jaz starts off his new Insults Corner - is your unly retarded fizzog polluting our lovely pages? Turn to this page and find out! Also, in a one-off special the MEAN MACHINES lads confess all in a bizarre series of personality profiles!

#### NEWS

12

Let's make no bones about it reading these tantalisingly teasing pages, packed to the hrim with all that's new in the consoles world is a wild experience, sure to having you sighing and moaning with frenzied pleasure.

#### **MEAN YOB**

It's the season of good cheer once again, so you'd expect the MEAN YOB to contributing his fair share of good will to the festive atmosphere, wouldn't vou? WRONG!

#### Q+A

This month the man Jazza is taking no crap. Instead, with the aid of his special answering trousers, he's taking your probing questions, and providing suitably correct

answers. TIPS

36 If you experience altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions when reading these pages, we suggest you consult your physician immediately. This massive 12 page tips extravaganza is so brill it could seriously affect your mental health.

#### HOW MEAN MACHINES WAS MADE

In a special one-off feature, Julian Rignall brings you the full story behind the creation of the most totally brilliant magazine money can buy - MEAN MACHINES, of course!

84

MEAN MACHINES 4



JOHN MADDEN '92
ROBOCOD
PACMANIA
MERCS
SHADOW OF THE BEAST
RAIDEN TRAD
GOLDEN AXE II
GALAXY FORCE
JOE MONTANA II

DARK CASTLE

**GAME BOY** CASTLEVANIA II WWF

#### NINTENDO

142	MANIAC MANSION	
146	CALIFORNIA GAMES	
158	DEFENDER O' THE CROWN	

174 CAPTAIN PLANE







#### MASTER SYSTEM

MS PACMAN
BACK TO THE FUTURE II
LASER GHOST
LINE OF FIRE
G-LOC
SONIC THE HEDGEHOG
SUPER SPACE INVADERS
OUTBUN EUROPA

# COMPOS

#### THE JAZZA RIGNALL COMP

YOU, yes, YOU could be the lucky winner of a skill new Super Famicom if you enter this chillin' compo. We aren't lying when we say that this compo is even more exciting than an episode of Neighbours.

#### THE RICHARD LEADBETTER 74

The man with the quiff is back, and this time he's brought a topper Gameboy with six games ready for some lucky reader to win! Yay!

### THE OZ BROWNE COMP \*Owwww. man! It's me own

competition, innit? Nee-eeeeel Design me a chillin', skillin' hamburger for me and l'il give you a whole stack of illin' goodies! Nee-eeeee!"

#### THE RADION AUTOMATIC 118 COMP

That strange man with the bizarre hair-cut and lack of brain cells gives you the chance to win some really MEGA stuff and we aren't kidding! Check out the page and see!

#### THE GARY HARROD COMP

Clint Eastwood was The Man With No Name. Gary Harrod is The Man With No Shame - at least that's what his fashion sense suggests. Provide a design for some new Harrod clothing and you could win some fine console-related gear for your efforts.

#### **ISSUE ZERO!**

Yes! After literally hundreds of letters from eager readers demanding a copy of the ultra-rare limited edition issue of MEAN MACHINES, we've finally given in. We've completely reprinted this prototype, historic edition of the magazine for your collection.

#### THE HOTLINES

Christmas is the time traditionally associated with plenty of presentist Perhaps you'd like to add a Megadrive or a Super Famicom to your pile of goodies. Just pick up that there rap rod and dial away. It could be YOU who wins a topper piece of console gear!

109

164

171

#### CHARTS

"Corl", "Wow!", "Yikes!", "Mega!" These are just some of the expressions Rich has heard merry MEAN MACHINES readers sigh when they check out the charts at the magazine stand in Chelmsford WH Smith. Perhaps you'd like to join in all the chart-related action?

#### LOOKBACK1991

Yet another MEAN MACHINES special feature! The year that was (and indeed still is) 1991 was full of great games, average games and crap games. Julian Rignall refreshes your memory.

#### THE 1991 AWARDS 1

saddest, most shambling game you can remember from that self-same year? Which thing would you most like to... erm, well, all these questions and more are posed in the MEGA 1991 MEAN MACHINES awards! Cor! Yeah!

#### QUESTIONNAIRE

Believe it or not, we do actually care about what you think. This is your chance to have YOUR say. As the husky voice-over at the beginning of Knight Rider used to say, "One man can make a difference."

#### MEGAMART

"Yes please! I'll take your battle damaged Master System off you for 2001" This could be the phenomenal response you receive If YOU advertise in MEAN MACHINES MEGAMART - the veritable Church Auction of the consoles industry. Will you find that (very) elusive bargain?

#### PREVIEWS Do you want to feast your eyes on potentially the

HOTTEST games coming for your console? You do? Well, we've tried our best, but you know how it is... We tried. Well, we let Radion try. Turn to the page with the little 188 in the bottom left-hand corner and PREPARE TO BE AMAZED!

#### NEXT MONTH

Well, all good things come to end - even this double-sized mega issue of MEAN MACHINES. We've chosen to end this milestone in our history with a very special page. In fact, it's so special, it's completely devoid of any interesting information, a But then, information does.

5 MEAN MACHINES

JULIAN "JAZ" RIGNALL ART EDITOR
OSMOND 'OZ' BROWNE
DEPUTY EDITOR
RICHARD 'PROMOTION' RADION "LEVER" AUTOMATIC US CORRESPONDENT DONN NAUERT (VIDEO GAMES + COMPUTER ENTERTAINMENT) ILLUSTRATOR

GARY "CHOCCO" HARROD AD MANAGER MARTHA "WHEEEE" MOLOUGHNEY
PRODUCTION ASSISTANT
JO "TASTEFUL" GLEISSNER PUBLISHING DIRECTOR
GRAHAM "MAN FROM UNCLE"

TAYLOR THANKS THIS MONTH TO: The England rugby team for being so skill. Andy Bantock (for being a chum of Radion). Iona (for cheering up Oz) and the woman at Sky movies who connected me up

straight away are simply unable to come up with anything new STILL SPANKING, BUT NOT QUITE SO NEWLY REDECORATED
OFFICE: Priory Court, 30-32
Farringdon Lane, London, EC1R

JINGLE BELLS: 071 251 6222 PRINTED BY: BPCC BUSINESS MAGS LTD
COLOUR: PROPRINT/COLOUR TECH TYPESET BY: Scrotey sack and his

TYPESET BY: Scrotey sack and his spheres of fruitfulness DISTRIBUTED BY: BBC FRONTLINE AND THEIR LORRIES OF PLEASURE REMEMBER KIDS: A BIRD IN THE HAND GETS VERY EXCITED (C) MEAN MACHINES 1991 It might be Christmas, but we don't care. If you

copy or rip off this magazine in any way, we'll get our lawyers to strip you of your assets, and then of your ass. And after that we'll get really heavy.

COMPETITION RULES EMAP Images employees or their im

family and friends aren't allowed to enter any of our comps, because that's the way things are. And even though it's Christmas, Dwayne Mint from West Wormwood can't either. 'Cos he's got a yeasty thing and his bottom smells of rotte

JAZZA'S FINAL BIT

Ho! Ho! Ho! Merry Christmas, Mer-rees Christmas! I have in my hands a fabulous, lovely brand spanking new Super Famicom - and I'm going to give it to somebody for Christmas (the come in. What I want you to do is write a Christmas carol for MEAN MACHINES, to be sung to the tune of any famous carol - Jingle Bells, O Come all Ye Faithful, or whatever you want. The funniest one gets the Super Famicom for Christmas, it's as simple as that. Send your super carol to: JINGLE BELLS MY FARTS SMELL THEY ROT MY PANTS AWAY, MEAN MA

PRIORY COURT. 30-32 FARRINGDON LANE. LONDON, EC1R 3AU. See you next year!





The year is nearly over, and it's time certainly been a great twelve in the console who said that the

console invasion

happen were finally proved completely wrong, and as we race up to Christmas, Megadrives, Nintendos and Master Systems are the machines that are shifting

faster than anything else That trend looks set to continue. With the Super Famicom being launched next year and console CD-ROM machines ready to take us to new levels of visual and aural excellence (let's hone that decent game design and playability don't get forgotten!) there's plenty to look forward to. MEAN MACHINES will continue to get bigger and better, and I can

promise you some spectacular things early next year! All that remains is for me to wish you a very happy Christmas See you in '92!













NAME CARY CAT HARRON NAME: GART GAZ HARRIOD BIRTHDAY: 15 JULY I LIVE IN: LONDON MOST FAVOURITE GAMES OF '91: KICK

ALL-TIME FAVOURITE GAMES: KICK OFF 2. CASTLEVANIA 2 AND 4
ALL-TIME FAVOURITE COIN-OPS:
STREET FIGHTER 2
FAVOURITE MUG: CAT MUG
FAVOURITE FILMS: DRAGONS FOREVER, EVERY ARNOLD SCHWARZENNEGER FILM, CYBORG. WILD AT HEART, TERMINATOR 2 FAVOURITE RUGBY TEAM: ENGLAND **FAVOURITE TV SHOWS: HARRY** INEMATRACTIONS 9 O'CLOCK NEWS FAVOURITE MUSIC: ENTOMBED. GORGUTS, CANNIBAL CORPSE, STEVE

ICE-T, GETO BUTS FAVOURITE FOOD: RICE FAVOURITE MAGAZINES: CLUB, GAMEST, GIRLIE WORLD, THRASH 'N' FAVOURITE CLOTHING: WHITE T-SHIRTS FAVOURITE PLACE IN THE WORLD

OUAY AMUSEMENTS
BIGGEST HERO: MY MUM
THINGS THAT MAKE ME GO HMMM:
BEING AT HOME WITH MY BIG BLACK
PUSSY (AND MY BIG ORANGE ONE)
THINGS THAT MAKE ME GO AAAGGH: NO NEW DEATH METAL CDS TO BUY WHAT I WANT FOR CHRISTMAS: NEW NEO GEO GAMES AND AT MADAME SPANKY'S

#### CHRISTMAS BONUS PETS

all there's the mysterious cat who doesn't like have his picture taken. This pic was taken just seconds his picture taken. I mis pic was taken just securids before his paw slashed the poor old photographer to ribbons. Then there's the picture of Ben the Dog sent in by Craig Fox of Chesterfield - Ben is a sad membe of the Gary Harrod Pauper Club. And finally there's a picture for all you arachnophobics out there. Sonic the Tarantula, owned by Mark Chapman of London SE16 is a Spiderman expert! Not surprising really.



#### ROLL, ROLL, ROLL

Spang centrall This is what happens when you take reader Mark Hay of Southampton, stick him in a boy racer Capir and let him drive down a wet road. Cumpl That WAS a nice Goff will took Scott Andrew of Seaton Delaval an hour to do this with his GTI. Dohl And Inally, Andrew Green of Glastrobury dispels the myth that Ford Sierans are the most characteriess cars on the market. His one winks!







LIVE IN: LEWISHAM
MOST FAVOURITE GAMES OF '91:
IERRY BOY, STREETS OF RAGE, MARIO
I, JOHN MADDEN'S FOOTBALL '92,

ALL-TIME FAVOURITE GAMES: FINAL FIGHT. TERIS. JOHN MADDON'S FOOTBALL 92. KICK OFF 2 ALL-TIME FAVOURITE COIN-OPS: PIT FIGHTER, FINAL FIGHT. BEAST BUSTERS, THON, STREET FIGHT MAD FAVOURITE FILMS: TERMINATOR 2. HELLRAISER J. PLANES, TRANS AND AUTOMOBILES, ROBOCOP, ALIENS, ANYTHING BY JOLES CHUMAKER, BILL AND TED'S EXCELLENT ADVENTURE AFFANNING FOOTBALL TEAM: CREWE AFFANNING FOOTBALL TEAM: CREWE AFFANNING FOOTBALL TEAM: CREWE AFFANNING FOOTBALL TEAM: CREWE

ALEXANDRA
FAVOURITE TV SHOWS: ALEXI SAYLE'S
STUFF, WONDER YEARS, VIC REEVES,
HARRY ENFIELD, BAYWATCH
FAVOURITE MUSIC: RED HOT CHILL
PEPPERS, MORDRED, SHAMEN, JANE'S
ADDICTION, MIND FUNK, MIDNIGHT OIL,
REM, MUDHONEY

REM, MUDHONEY
FAVOURITE FOOD: DUCK FOO YUNG
FAVOURITE MAGAZINES: VIZ. X-MEN

FAVOURITE PLACE IN THE WORLD: THE

MOON BIGGEST HERO: ZOOMY THE LAZOOM FROM FIRERALL

THINGS THAT MAKE ME GO AAAGGH:

BEING PLUGGED INTO THE MAINS WHAT I WANT FOR CHRISTMAS: A LUMP OF COAL AND SOME PENCIL SHAVINGS

THINGS THAT MAKE ME GO HMMM:

FAVOURITE CLOTHING: MY DOC

NAME: OSMOND 'OZ' BROWN
BIRTHDAY CIPTE ON THE LONGON
MOST FAVOURITE GAMES OF '91:
THUNDERFORCE III F-ZERO, STRIDER,
STREETS OF RAGE
ALL-TIME FAVOURITE GAMES:
ALL-TIME FAVOURITE CAMES:
ALL-TIME FAVOURITE COIN-OPS:
ALL-TI

SPEEUBALL 2. UPARATION WULF, STAN RAY, KICK OFF 2 ALL-TIME FAVOURITE COIN-OPS: MECHANISED ATTACK, SPACE GUN, METOLANISED AND THE TEMPLE OF DOOM ALLENS, LETHAL WEAPON, LETHAL WEAPON, 2. TERMINATOR 2 PETTIEN DE THE JEPL THE STANDARD ST

WEAPON, LETHAL WEAPON 2.
TERMINATOR 2. RETURN OF THE JEDI.
DIE HARD.
FAVOURITE FOOTBALL TEAM: HAVEN T
GOT ONE
FAVOURITE TV SHOWS: BEVERLY HILLS
90210. WONDER YEARS

PAVOUNTE NOUNCE SEVERLY HILLS

80210 WONDER YEARS

10010 WONDER YEARS

10010 WONDER HILD

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FAVOURITE CLOTHING: IEHMINATOR T.SHIRT FAVOURITE PLACE IN THE WORLD: BEVERLY HILLS BIGGEST HEROES: MARVIN RIGGS. MOTHER THERESA MARVIN GAYE. CYNTHIA ROTHRICK THINGS THAT MAKE ME GO HIMMS: WORKING, GOING TO THE MOVIES.

THINGS THAT MAKE ME GO AAAGGH:
PREJUDICE OF ANY KIND. FOOTBALL
HOOLIGANS
WHAT I WANT FOR CHRISTMAS: PEACE
LOVE AND HAPPINESS



NAME: RICHARD RICH LEADBETTER BIRTHDAY, 20TH DE CENTE LIVE RI, WITHALL ESSEX OF 911 ASSESSED OF 911 ASSESSEDER, AND STARFLIGHT ROAD RAS SEDERAMAN STARFLIGHT ROAD RAS A HOCKEY, ET RACE CASTELVANIANI, ALL-TIME FAVOURTE COMMES: MARIO 4 FRANÇION TETRE COIN-OPS: MARIO A PAVOUNTE MICH. WHITE WITH PIPK BY CONTROL WHITE WHITE WHITE WHITE WHITE WHITE WHITE WHITE BY CONTROL WHITE WH

FAVOURITE MUG. WHITE WITH PINK BITS ON FAVOURITE FILMS: TERMINATOR 2. DIE HARD. LETHAL WEAPON. FERRIS BUELLER'S DAY OFF. WEIRD SCIENCE. DEAD POET'S SOCIETY. FOR A FEW DOLLARS MORE FAVOURITE FOOTBALL TEAM: I DON'T WATCH FOOTBALL TEAM: I TEAM SAVOURITE TV SHOWS: THE SIMPSONS.

YOUNG ONES

FAVOURRE MUSIC: ELECTRONIC, NEW
ORDER, PET SHOP BOYS, 808 STATE,
REM, BELINDA CARLISLE AND ANY
FAVOURRE FAMOLIST CHANGE
FAVOURRE FROOD: CHINESE
ESPECIALLY AROMATIC CRISPY DUCK
FAVOURRE MAGAZINES: SPIDER-MAN,
PRIVATE EYE
FACHET AND SCARF
FAVOURRE PLACE IN THE WORLD:

JACKET AND SCRAF "AVOURITE PLACE IN THE WORLD: JESERT ISLAND IN THE BAHAMAS BERT ISLAND IN THE BAHAMAS HERD THINGS THAT MAKE ME GO HMMM: SLEEPING, TELEPHONIC JAPERY, FOOD, 300D COMPANY, GOOD MOVIES, SCANNING FININGS THAT MAKE ME GO AAAGGH:

GETTING UP EMF BRITISH FAMILLANDON INDIAN FOOD SEA FOOD, JOKES WITH PREDICTABLE PUNCH-LINES, ANNOYING PEOPLE WHO PHONE UP THE OFFICE AND ASK INANE QUESTIONS, "YOOF PRESENTERS ON CHANNEL FOUR WHAT I WANT FOR CHRISTMAS: ANYTHING AS LONG AS I DON'T KNOW WHAT I'M AS LONG AS LON



NAME: JULIAN JAZ" RIGNALL BIRDAY: 6TH MARCH LIVE IN: SOUTHEND-ON-SEA MOST FAVOURITE GAMES OF '91: SUPER KICK OFF ULTRAMAN, JOHN MADDEN'S FOOTBALL: SUPER MARIO 3. STATEFFIGHTER?
ALL-TIME FAVOURITE GAMES: KICK OF

PODVAN. SHANUS F-15 STRIKE EAGLE 2. JET FIGHTER JELLTA. SUPER MARIO 4 (PLUS TONS OF OTHERS). ALL TIME FAVOURITE COIN-OPS: ROBOTRON. STARCATE SINISTAR STEEL TALONS I ROBOT. F-15 STRIKE EAGLE BOMBJACK. JOHN STARCATE SINISTAR STEEL TALONS OF STRIKE EAGLE BOMBJACK. JOHN STARCATE SINISTAR STEEL TALONS OF STARCATE SINISTAR STARCATE SINISTAR STARCATE SINISTAR STARCATE SINISTAR STARCATE SINISTAR SAVINA DARK STAR. FAVOURITE FILMS: AKIRA DARK STAR.

BLADE RUNNER, TERMINATOR 1 A
APOCALYPSE NOW, ALL THE STAF
WARS FILMS
FAVOURITE FOOTBALL TEAM:

DUTHEND AVOURTE TV SHOWS: VIRTUALLY NYTHING ESPECIALLY SIMPSONS JMP STREET, LAW AND ORDER, DIE DEAD DONKEY, THE BILL, ANY PORTS PROGRAMMES EXCEPT AV

SPORTS PROGRAMMES EXCEPT RACING FAVOURITE MUSIC: 808 STATE RED HOT CHILL PEPPERS JOY DIVISION. THE DOORS, REM, CURE AND TONS OF DTHER STUFF FAVOURITE FOOD: ANYTHING LL DO FAVOURITE MAGAZINES: GTI PERFORMANCE CARS, PERFORMANCE

STREET HEROES, RUGBY WORLD, MPIRE, CINFEX 
AVOURITE CLOTHING: RUGBY SHIR 
ABANDONED CROVER S ROAD ON 
VYNYDO Y DRUM, NEAR TREGARON 
MID WALES 
BIGGEST HERO: CAPTAIN SCARLET

19 PEUGEOT GT. BAJHAUS DESIGN IN GACATS MAD AND GEORGE SCANNING THINGS THAT MAKE ME GO AAAGGHTHINGS THAT MAKE ME GO AAAGGHTHINGS THAT THAT CO. AND T



lan Beech of Stamford, Lincs is so slupid he has to concentrate very



Immarc eigar and im a spaz!" it says on the

# HAVE YOU GOT AN UNTIDY BEDROOM?

Well take a poture of ill We're tooking for Britain's most unkly bedroom. If you think you revoling hoved of a room could be the tops, send in a photo (and don't forget top ut you remain and address on the back). We'll print pictures of the most disgusting dumps, so send your snaps to. THIS IS THE STINKING PETERINIAS STEMING PIT IN WHICH I SLEEP, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGOOD LANE, LONDON, ECIT ASU.

MEULT

Her very larger to the second second

Green Herts just loves to turds on a stick

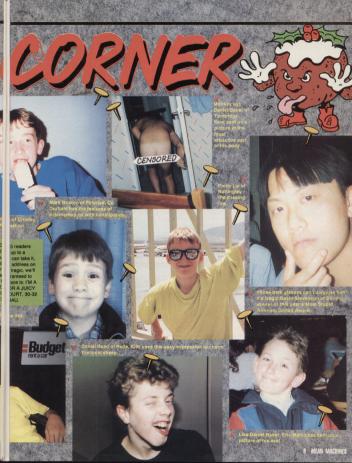
Here they are - the first MEAN MACHIN who reckon they're hard enough to star MEAN MACHINES insult. If you think y send in a photograph (put your name as the back) and if you're particularly ugly print it complete with a one-line insult g make you laugh. The place to send you laugh. The place to send you laugh. The place to send you laugh. The SAD INDIVIDUAL WHO'S JUST RIPE! INSULT. MEAN MACHINES, PRIORY!

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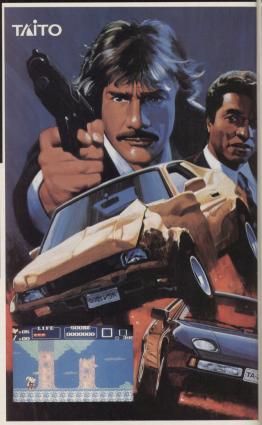
# New Services

#### HANDY QUICKJOY



Spectravideo have revealed a new arcade-style joystick, with three massive buttons and a rather exciting-sounding 'short, stubby stick' (as it says on Spectravideo's press release). According to the dudes at Spectravideo, the Mega Star, as this fine stick is known, is fully microswitched, ensuring response and durability as close to an arcade stick as possible. Looks pretty cool, eh? Well the

Looks pretty cool, eh? Well the bad news is that although computer versions of the joystick are in the shops as we speak. Sega and Nintendo owners have to wait until "early next year" to get their sweally hands on the "tipy price?" A wallet annihilating £27 95 to you, sir! If you'd like to have a natter with Spectravidee about the matter, dial 081 900 0024 on your tetephone-like object.



#### MASTER SYSTEM GOODIES

A veritable explosion of fab Master System gear is lurking just around the corner. Coming soon are the likes of Asterix the Gaul (Mickey Mouse-style platform action) and Taito's coin-on conversion of the ever-popular Bubble Bobble. After selling well on the Megadrive. Sena also have a groovy conversion of their hit coin-op. Alien Storm, ready for release on your fave 8-bit console

Early next year, expect Taito's horizontally scrolling shoot 'em up Darius II to be released. Special Criminal Investigations is another Taito coin-on conversion (the follow-up to Chase HO no less). which should be pretty decent. But if shooting lots of things with a big gun is your cup o' tea, Space Gun (another Sega coin-op conversion!) should look good to

#### MEGADRIVE KICK OFF -OFFICIAL!

Word reaches the MEAN MACHINES offices that Kick Off, the best digitised version of soccer EVER, is set for release next year on the Megadrive, courtesy of US Gold

This new console version of Kick Off is being put together by Tiertex - the programmers responsible for the awesome Master System version (rated at 96% last month!). It should be no problem for the coding bods to incorporate all of the Amiga version's playability, options and graphics, and perhaps make the scrolling even smoother by utilising the Megadrive's 16-bit custom hardware. More news as we get it...

#### VIOLENCE AHOY!

Kick Boxing fans will no doubt cack their pants with anticipation at the news that Panza Kick Boxing is being converted onto the Super Famicom - with the possibility of NES and Gamebov versions to follow. The game itself is a detailed simulation of

Thailand's favourite sport, with massive sprites battling it out on-screen with a variety of Kick Boxing attack moves. Added in with the beat 'em up mayhem are work-outs in the gym, where your muscular Far Eastern type improves his stamina and strength.

We've seen the PC Engine version and it features some of the most stunning graphics and animation yet seen in a console game. If Loriciels (the producers of this violence-related extravaganza) can improve on the Engine version, we'll be seriously impressed...



#### WHAT'S THE TIME. BOY?

the amount of seconds of the current minute fems mem somewhat pointerses. Utilising the 1D second mem somewhat pointerses the second second method is a prefly flash piece of still. but there's just method is a prefly flash piece of still but there's just the poolern Fully your keys in your point variably causes all of the buttons to be pressed variably causes all of the buttons to be pressed variably causes all of the buttons to be pressed some second of the pression of the pression Still, it is a prefly good device and cleap too. The Timeboy we acquired from London's Tottenhau and the pression of the pression of the pression and the pression of the pression of the pression and the pression of the pression of the pression pression of the pression of the pression of the pression of the pression and the pression of the

r hard-earned English pou ling. If you fancy one as a



doubt he very interested in some of the titles Sena have lined up for release during the next few months. As we speak, World Class Leaderboard - the

conversion of the 92% rated Master System game should be in the shops and selling like hell. However, over the next few months, look out for Frogger (apparently a conversion of Sega's new, improved Frogger coin-op!) and beat 'em up thrills 'n' spills in the form of Ninia Gaiden. There's plenty of whin-related action in the form of LIS Gold's Indiana Jones and the Last Crusade. From what we've seen

of that, it could turn out to be something really special Perhaps the two most exciting cartridges lined up for the Game Gear are Donald Duck and Sonic the Hedgehog. If either of these platform games are anything like their Master System counterparts, they should be great! All going well, reviews of all this exciting, incontinence-inducing stuff should adorn the pages of MEAN MACHINES over the next few months.









# **LEWS**

#### TETRIS TWO!

The official follow-up to THE best puzzle game ever has just been unveiled in Japan. Teasingly entitled Tetris 2 + BomBliss (???) the game promises to include all the mind-bending shape-fitting antics of the original along with plenty of new elements, including of all things, bombs!

plenty of new elements, including of all things, bombs!

The aim of the game still appears to involve making lines out of falling shapes, although the presence of strange items, like exploding bombs in the Tetris pit adds a bizarre twist to the gameplay. All the old options of the original Tetris, including the two-player mode, are included as well.

well.

Little else is known about the game, apart from the fact that it's being produced for the Nintendo by the original programmers, Bullel Proof Software. We'll let you know more about this game as soon as





#### MEGADRIVE BABOONERY

Megadrive-owning Toki fans better have a plentiful supply of nappies at the ready during January because Sega have a 16-bit conversion of the ace Fabtek coin-on just about ready for release.

The scenario is pretty bizarre. A sorcerer has arrived on the scene, pinched up our chick and changed you from a manly musche-bound hero into an age with a sad. Harrod-fike baboon physique! Now it's your job to traverse the jurgly platform landscape kicking the seven shades out of the socreer's minions and off the bosses that he's strategically placed at the end of each level.

Hopefully, the conversion will contain all of the levels, bosses and power-ups of the arcade original. All will be revealed when you read the MEAN MACHINES review in a future issue!











#### **FAMICOM TEES OFF**

After scooping numerous awards on the Megadrive (including a MEAN MACHINES MEGAGAME), Japanese giants Imagineer are set to release a Super Famicom version of PGA Tour Gott!

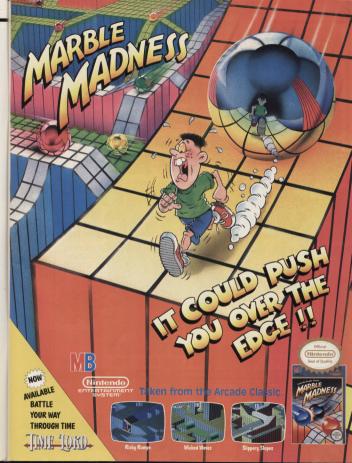
From the looks of things, the Jewerses have included just about every feature of the amazing Megadrive original, along with a few extra graphical treats that only the Famicom can pull off. For example, after driving the ball, the 3D perspective alters to follow the sphere-like object (Pollowings-style) as it flies through

PGA Tour Golf looks like being





a sure-fire winner, but you'll find out for sure when we give it the MEAN MACHINES treatment in a couple of issue's time.



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#### **JAPAN**

SMA



Once again, the evil Dr Wily has been up to his old tricks and has taken over a portion of the world with the aid of eight new robotic henchmen. Just like its predecessors, MegaMan IV is a platform game with the emphasis on ground-breaking graphics and super-slick playability.

As you can see from the screenshots, MegaMan IV is looking "right tasty", and we'll be giving it the definitive review as soon as it's officially released. Unfortunately, this won't be for a



very long time - after all, MegaMan Ill isn't officially out yet. However, if you're desperately keen to get hold of a copy of this potentially mega game, give one of the grey import advertisers a bell and see what you can find out.



Super EDF is the latest Super Famicom side-on blaster to be released in Japan. Gameplay-wise, it's pretty standard fare - just traverse those scrolling backdrops, shooting the lacence of lates service that days.

we've seen finished version of the game and we were quite disappointed. Although there is plenty of decent visual effects and some rather fine graphics, the shoot own up action is just too unexciting and unoriginal to make Super EDF a worthwhile buy If you're a Super Famicom owner after a good blast. UN Squadron still rules super-sill rules upon the super-sill rules upon the super-sill rules upon the super-sill rules upon the super-sill rules super-sill rules upon the super-siller super-siller









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#### MEGADRIVE



nat a veritable festive feast of footballing fun V frolics and frivolity! If you're an American football fan, you'll be wondering what this, the seguel to probably the best sports sim ever, has in store for you. And if you're not an American football fan, we'd better refresh you of the rules

The object of the game is to get the ball into the opponent's end zone, thus scoring six points. This is not as simple as it sounds, however, as every time the ball comes into contact with the firmament, play is stopped. Play is stopped a maximum of four times. and if the ball has not been carried ten yards in this time, control is handed over to the other team.

John Madden's Football was the greatest console version of the sport ever; it viewed the action from behind the offensive team and utilized impressive parallax scrolling to bring the action to life. Different plays were selected using a variety of menus and a number of moves could be performed by the player under your control, such as diving, spinning, headbutting or intercepting passes.

This sequel aims to better the original, and with more teams, more modes of play, more options, more plays and more speed, it exactly does that



#### TWO ON ONE

In the original John Madden's Football, if you wanted to play with a friend it was always a straight head-to-head contest. John Madden's '92 retains this option, but also includes the choice to have both players on the same team, with the players controlling a man each and all plays being chosen with one joypad, presumably after both players have agreed on the tactics! This mode increases chances of success and reduces thumps in the face from pals who you've decimated.





# OHN MADDE TBA



#### HE STARTED

It's always annoying to have your quarterback sacked or be heinously scored against, so it's good to see that now you can fight back. When play is stopped, you remain in control for a few seconds, allowing you to jump on or headbutt any offending players! The corresponding charge of Unsportsmanlike Conduct earns you a five-yard penalty, but it's sure worth it!



It's all-out action in this thrilling game. The player in possession is barging his way through opposing players, and a couple of players are just waiting for him to attempt a massive throw!



massive throwing play! The quarterback's running back, readying himself for the throw, while his team mates run headlong into the opposing team, keeping them as far away as possible from the quarterback. Some of the players break off ready to receive the ball.





▲ The replay option can be selected at any time!

#### LET'S SEE THAT AGAIN

If you're a proper deremy Beadle who just can't resist watching the jucy moments of each match over and over again, you're not away you wide, because John After passing the game, you can either select a time out or replay. Accessing replay shows the action starting at the last down. From here, you can watch the fun at normal speed, in slow motion or even in frame by frame advanced; you have the select a time out or the select and pain, just rewind to the start and off you go!

PAUSE O. INSTANT REPLAY

21 MEAN MACHINES

#### JOHN MADDEN FOOTBAR



## EAGLE EYES AND GRIPPING HANDS

Players in John Madden's can do pretty much anything which their real life counterparts are capable of This ranges from faking the snap to dying for a locuchdown or for make the ten yards spinning to avoid tackles, powering out of tackles, punting the ball, jumping to catch the ball or even performing one of eight celebratory dances when a touchdown is sported to the properties of the properties of the properties of spin celebratory dances when a touchdown is sported to the properties of the properties the properties of the properties the properties of the properties of the properties the proper

#### COMMENT



John Madden's Football was probably the beat Megadrive game ever, I say "was" because John Madden's "21s even better for a start, the difficulty level has been tweaked so the game provides something of a challenge-especially if you play a weak team against a stronger one. There are yel more options and a greater number of plays. As far as the

HAD graphics go, the sprites are slightly smaller, but they're packed with loads of neat touches, such as the quarterback tooking around before the snap, and some fast close-ups of the terrowd and team celebrating. The sound has also been improved, with a much better crowd noise. To put it simply, John Madden's 20 is one of the best dames to aposer on any format recently.





#### ON TODAY'S MENU

Choesing plays in John Madden is a cinch. The format is the same in either offense or defense. First the player chooses he set, that is, the general style of I-day he wants to tuse the passing ovuse those many first, the formation is selected, which denotes how the team sets themselves out Finally, the involved that is stoneen, which distates where the players move to after the snap. There are now 100 plays - at the old once and some shoot and 3-4 defense.



#### REVIEW



#### LEAGUE-ON OF DOOM

There are four ways to play John Madden's '92. There's Pre Sason. a triendly game where the going is much easier than in Regular Season, a normal game in which the opposition are far more on their toes. Sudden Death is a teo-breaker match where the first team to score wins the game, and Payoffs is a league setup leading to the Superbowl'



#### COMMENT

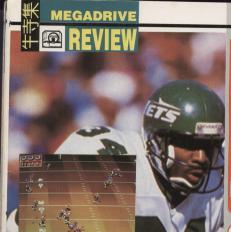


The greatest ever Megadrive sports game has just got even better! Rather than completely rewrite the game, the programmers at Park Place have kept the basic elements that made John Madden's Football so brilliant, and just tweaked the gameplay and added some new features. Some people might be disappointed by this, but

JULIAN personally i'm not: what's the JULIAN personally i'm not: what's the obvious of some of the som

#### SHOCK PRICE NEWS

If you're still not sure whether you want to invest £40 in such a brilliant game, help is at hand. The original, which is still a skill game has plummeted to a mere thirty sows, so cheapo gamers can still get their mits on a fab piece of software! But if you want the premium product, you pay the premium product, you pay the premium product.





PRICE: 639.99

GAME DIFFICULTY: EASY/MEDIUM LIVES: N/A CONTINUES: N/A SKILL LEVELS: 4 RESPONSIVENESS: INCREDIBLE







Those of you who loved the different weather conditions of the original will be doubly pleased to see some of the new options. First there's a choice of either a domed or open pitch. Open pitches are at the mercy of the elements, whereas domed ones are able to stave off the ravages of nature. Then there's pitch type: turf or grass. Grass has less traction, especially in snow, but doesn't get so muddy in the rain as turf, Finally, there's the weather itself, rain (causes mud and resulting loss of traction), windy (blows passes and aerial balls off course), fine (totally normal) and snow, which really messes up a game and leaves players sliding hopelessly out of control all over the place.







More options than ever before, and outstanding in-game presentation.

Fabulously detailed and animated sprites plus great parallax, cut scenes and stills.

Brilliant crowd noise, music and realistic effects, as well as plenty of groovy speech.

Even slicker and faster than before. Easy to

get to grips with and immediately rewarding.

Mountains of teams to play with and against,

four different play modes, including playoffs, and a challenging computer opponent.

Better than the original John Madden's Football in every department. What else can be said?



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Christmas is coming The YOB is getting fata Please stick a letter In his big, fat sack.

If you haven't not a letter.

Send your stuff to: YOB'S "MY GRANDAD HONESTLY DIDN'T FART AT THE CHRISTMAS TABLE THIS YEAR" MAILBAG MEAN MACHINES.

#### WHAT A WAY TO START THE DAY

would just like to say that Super Famicoms are rubbish, I would rather have a ZX81 than a Super Crummycom. I think your mag is utter cribble dibble and I would rather read a copy of \*Mash Potato Sculptures Weekly".

I live in the "Spanner School for the Mentally Mental\* in Scunthorpe. I have built a new console out of leftover bits of bacon rind, it is called the Mega-Blottobog."

It has a pallette of 195 crillion colours. It has 9 zillion channe stereo sound. It is 4096-bit and you can buy it from me for 16p. Zippy the Pinhead, A mental institution, Scunthorpe, S. Humberside

YOB: You've obviously already had too much Christmas cheer. When you've sobered up, I'm sure you'll start feeling yourself again. And when you do, make sure you have some tissue, or you might stain your trousers.

#### SONIC THE PANCAKE

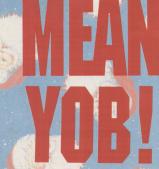
Dear YOB

I have committed an act of manslaughter and now I am in fear of the law. It occurred when I was driving my sister's car. I was cruising down a quiet lane, not far from my home, when I heard a squelching sound from under the wheel, I stopped the car and got out to see what I had run over and there he was, a blue creature. squashed deadly still Then it struck me, I had killed Sonic the Hedgehog. I immediately panicked as I knew how much this speedy. spiky mammal meant to Sega. How could I do this to such a

my Megadrive and I was looking forward to a sequel, but how could Sega do this without their leading character? My mind was so cluttered with thoughts I just didn't know what to do. I dropped him into the boot of the car. I wasn't going to let some

star. I'd bought Sonic the game for

chip shop owner peel him off the road and chop him up into meat pies. Although he was dead I





wasn't going to let a character of such status be reduced to something served in a tray, with gravy and wrapped in newspaper so Sonic is now at the bottom of my freezer (under the garden peas).

I now fear that Sega will hear of this unfortunate tragedy and if that happens I will undoubtedly be sentenced to imprisonment by the high court.

I have told only you of this terrible incident and I can only hope that when Sega realise their spiny associate has disappeared, and is never to return, they will accuse Alex Kidd of assassinating the hedgehog out of jealousy due to Sonic's popularity, which Alex Kidd sadly lacks.

An innocent until proven guilty Megadrive owner. Loony bin for sad and hopeless cases with sorry

YOB: Don't worry - there's plenty of potential for a Sonic the Pancake game. He'll be able to roll along at high speed and slide through really thin gaps. And maybe he could even flip himself over to frighten off the baddies.

#### TAKE IT EASY

Dear MEAN YOR

Please explain this question to me, why is it and it makes me sick that Sega keep on making games that are so easy to complete. Take these Megadrive titles: Altered Beast, Strider, Super Hang-On, Golden Axe and yes before you ask I have completed all of them. Even Sega's latest, OutRun is a darn easy mutha to complete.

YOB I command you to enter the Sega head office with your oun and tell them to put a bit more challenge in their games, maybe by cutting a few credits off. I just hope if they release Chase HQ on the Megadrive they don't make a

cock up of it by making it too easy. I hope you understand my order YOB now go forth and hoover their ears off.

Lee Whiting, Norwich, Norfolk YOB: I know what you mean. We've been going on at Sega Europe for ages about challenge levels: they agree and have been passing our comments onto Japan. From what I've heard, I think that from next year we'll be seeing a marked difference in the difficulty levels of Megadrive games.



#### WEAKLY MISTAKES

Dear MEAN YOB You best out this letter in or I'll kick your ass (but I think you're solid and macho). Anyway, I was reading this other mag called Games X (but we prefer MEAN MACHINES), it said that the Amiga and Megadrive are better than the Super Famicom. And it said that the Master System is better than the NES are these crap facts true? David Sattar and Ian and Colin Shaw, Warrington, Cheshire YOB: What do you expect from a magazine written by people who can't write for people who can't read other than mindless tripe?

IOW

Dear YOB, Mr Potato Head, Potatoland

YOB: !

#### MENTION IT

Dear YOB

I would just like to make a few points to those people who write in demanding the £150 prize, without putting anything worthwhile into

their letters. Can't they realize that the one true way to not get the £150 is to ask for it? I mean, this letter looks suspiciously like an attempt to bag the money for myself. If I said I wasn't expecting the £150, the reader would automatically assume I was, just because I said I wasn't! And so on. So for those who would like the prize winging their way, just leave out the number £150 entirely. Those who don't are just wasting space that could be filled by a decent, well argued letter. Huw Beyman, Abergavenny, Gwent

YOB: It's true, if you mention £150 in your letter, you simply won't get the prize - even if your letter is argued with God-like genius. So even though Huw's letter was good, £150 worth of software won't be winging its way to Abergavenny.

#### WREXHAM IS SADLY CRAP

Dear YOR I wish to complain about you putting down the inhabitants of

Wrexham. Okay it's small but definitely not boring. It's an okay town - nothing extra special. Here's its good points: Computer games at rip-off prices and WH Smiths and Computer Club, And bad points: Totally rubbish trainer shops where Dunlops are tops!

An excellent Star Wars pic

Anyway I still feel strongly about your remark you sour, bitter, small, smelly sad piece of turd! I will personally see that a hippy called Leigh Harding comes to your house and farts in your budgle's

face and then locks it in a vault. C Jones, Wrexham YOB: I've been to Wrexham, I have witnessed the sadness. You have a sad football team, a sad rugby team, a high street full of crappy, sad shops, sad architecture and sad weather it's always raining. Jaz says Wrexham is alright. Mind you, he comes from Aberystwyth. and any place seems great by

comparison!

Mario strikes back thanks to

Innes Ranunson from Scotland

27 MEAN MACHINES



#### CRASH!

Dear MEAN YOB. I am a proud owner of a Megadrive and I have three games - Altered Beast, Sonic the Hedgehog and Strider. I was playing Sonic the other day when a strange and weird thing happened. I had just completed the first stage of the labyrinth zone and as I jumped over the finish post I accidentally pushed button C and down the screen said "illegal address 000000°, and every time I pressed the restart button the place where the zeros had been the number had gone up also the music carried on by a frame. Once the number had gone up to 200000 in multiples of 2000 none of the controls worked so I had to reset the game. Please, please could you tell me what it was Neil Oughton, Lancaster, Lancs YOB: Basically, you found a flaw in the Sonic program; a bug as it's commonly known. It

occurs is that the program can't cope with a particular action happening under particular circumstances at a particular time, and it all screws up. Don't worry, the chances of it happening again are minimal even if you try to do it deliberately.

#### DUTCH TREAT

Gegroet dear Miereneuker My namie is Boer Harms but finedis call me Wilco. Right now, I'm siting in my windmil stating out of the window. Ooking at the would have the work of the window out of the window. Ooking at the under the work of the window of the

Tic-Tac-Toe shop (only Dutch

readers will get that oh-so-funny



▲ YOB versus Dhalsim as drawn by Wing Yo Ho!

joke) I saw a weird mag laving next to the dike. I took it home and although I found it hard to understand, I was really happy after seeing an advertisement concerning the Megadrive. So I cruelly kicked my wife (now don't say I'm rude, it's a tradition here!) and lots of money fell out of her oversized bra. Well, collecting the coins made me quite rich so ! sended an order by milk-hottle and recieved a Megadrive. But, to be honest, this far I couldn't really enjoy the flippin' thing! I hooked up the system as shown in the manual but had no idea where to plug the "adaptor" into. And even if I had, I still think you British are so

something unfriendly like "rotten-cheese". Subjid-dyke" or "crap-windmill"! In your mag you show brilliant screen shots but in real life the screen is just as big as half a peanut, if s' red, round and sticked to the machine. I think you might call it your "power-light" bonly God knows what that word

unfair I'd almost cry and say

means. Hellup! Do you know where to stick the adaptor and why? What's the meaning of those weird-shaped holes at the back (Hout, avoid)? And what the hell is a television? They say the gameboy is much smaller? To get our dearest YOB, who changed his name 'cos he's astiamed of being a gay, into a

I-will-try-to-answer-smart-questionsfor-once mood hereby send you some fine Dutch cheese. Like it? Wilco van Basten. Almere, Holland YOB: I'll give you something if you try and out-Dutch me again, you stupid Edam-for-brains. And learn to speak English before you write again.

#### A RIGHT DICK Dear MEAN 'farty pants' YOB,

Why are you a twit?

Ricky Dhanda, Southampton, Hamps

YOB: I hope you don't choke to
death on the 5p piece in your

Christmas pud. I'd be really
upset. Honest.

happens very, very rarely. What



\*\* KONAMI
SuperWhooperVideo

PALCON

L'ALCCIII



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#### OH NO, NOT ANOTHER WREXHAMITE

Dear YOB. You fat flatulent oit. I draw your attention to a letter printed in issue 13 where you stated that a lad who was so crap that he was gifted with the talent of a baboon's fart being pushed round Marks and Spencers in WREXHAM on a Wednesday afternoon. Point one, Wednesday is half day in Wrexham you crippled spaz, so you couldn't push anyone around Marks and Spencers on a Wednesday afternoon. At this point I will tell you that you have the humour of a fart in a wet-suit and about as popular as Dot Cotton's underwear in the high street. Point two, it sounds as if you were taking the mick, you nasty man. So apologise by making my letter the star letter and sending me the money. Or I will

come round personally and chop

your head off with my dad's machele, season it and scoff it down with my tea, ha, ha, haanal Paul Minson. Weecham. Clwyd YOB: Are you called Minson because you're always mincing around like the gay fellow you are? Who knows? Who cares? But one things if or sure, if you're an average Wrexham resident, I'm glad that I live 200 miles away.

#### LESS TALENT THAN AN AVERAGE FART

Dear YOB, you poof! Here is a rap for you to try-

Yol YOB in the big green suit
You better give me all your loot!
Because if you don't give me all

your cash
I'll come round to your house
and your

Head I'll mash!!

Hope you like the rap you skinny little toad. Flab Head the Martian, Bolton YOB: I hope Santa brings you exactly what you deserve for Christmas. A sackful of steaming turd.

#### DELUDED MAMMARY HEAD

Dear YOB I'm the mean Jon and I remember your face from the elite space training academy. I was the one dressed in the blue battle suit the same kind as you. I remember you as one of the meanest, toughest soldiers even when you were a rookie. You were a bit of a sod but nobody would say it to you face to face. I bet you're thinking you want to kill me but you can't. You don't know my address but I know yours so there and you better print this letter or I'll blow you into smithereens with my new 100 watt ultra phased plasma rifle. Sergeant Major Jon, Portslade,

Sussex YOB: Sergeant Major Retard, don't you mean?



#### PESSIMIST OF THE YEAR

Dear MEAN YOB,
With the increasing amount of
software support for the
Megadrive, it is becoming more
and more frustrating to see the
overall standard decrease.

Sega obviously aren't concerned about the quality of the software, nor the playability, or games like Last Battle would never be released.

Problems will begin when the Super Famicom is released next year. Every single Super Famicom import receives ecstatic reviews, and in the conflict that will ensue between the Megadrive and the

Famicom the one with the best software will be the winner.
Sega software comes off second in all departments at present, and I'm not talking about graphics or sound, that's not important (as Super Mario 3

proves). Playability is what counts. Sonic the Hedgehog v Mario Bros

Bros Streets of Rage v Final Fight Thunderforce 3 v UN Squadron Need any more examples of the

Need any more examples of the second rate software being released? I thought not. Megadrive games are good, but Famicom games are better.

Sega pull your socks up, before Nintendo pull your trousers down. Anthony Stevens.

Southend-on-Sea, Essex YOB: I think you're being very negative. What you forget is that when the Super NES is officially released, the first lot of official software will be games like F-Zero, Pilotwings, Mario 4 and Super R-Type - which will all be between a year and 18 months old by that time! During this vear Megadrive software will just get better and better - look at what's happening now with games like John Madden's 92. F-22, Robocod, Road Rash, Gynoug and Ice Hockey! By the time the Super NES is released there'll be truly amazing Megadrive stuff which can compete with the best Super Famicom stuff, including Super Kick Off, Streetfighter II and the biggest and best thing yet - the CD-ROM! Don't be so

◆ Christopher Halverson-Fry and Spencer Lee drew this.

pessimistic.

**MEAN MACHINES 30** 

# moonstone

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They might have tinsel wrapped around them. and they might be hung with jingle bells, but they're still Jazza's most magnificent special answering trousers and they're still capable of boosting his question-answering abilities to near God-like status. If you've got questions that need answering. write to: I'VE GOT A VERITABLE MANDELBROT SET OF QUESTIONS FOR JAZZA MEAN MACHINES, PRIORY **COURT, 30-32** FARRINGDON LANE.

### ...POOR SANTA

Dear Jazza.
I have some tremendously exciting questions to ask you about the

Super Famicom:

1. What should I do it my Super Famicom joypad buttons are sticky and do not come up when you squeeze them? Can't use

anything to free the buttons?

2. Are these games coming out for the Famicom: NARC.

Streetfighter II, Carrier Airwing and the Turtles coin-op conversion?

When will the CD-ROM unit be coming out for the Famicom and will Mario 5 be on it?

4. Are SCART Famicoms betti (and more reliable) than PAL Famicoms?

Thank you, I must go now. Richard Bishop. Epping. Essex JAZ: 1. Ugh! What have you been doing over your loypad to get it all slicky and horrible? My advice is to carefully take it apart, clean all the smeg out and put it back together again. If it still doesn't work. Duy a new one. 2. No. 3. Next year some time, and maybe. 4. Yes.

#### RUDOLPH THE RED KNOWS RAIN, DEAR

Dear Jaz

I'm soon to be the owner of a Game Gear and would be grateful if you could answer the following

1. Will any good beat 'em ups be out for the Game Gear this year?

2. What does the TV adaptor do and is it worth getting?

3. Will you review Game Gear games in your magazine please? 4. Will Japanese/USA games work on UK machines?

5. Why are Japanese/USA

#### SANTA COMES BUT ONCE A YEAR

Dear Jaz

In issue 3 you said that a Megadrive version of Aliens was in the pipeline and you also said that it would be out this year. When will it be out, I'm desperate because it's gone out of the local arcade. I need it to, to survive, I'll die for it!

Colum Kennedy. Eire
JAZ: Plans have changed since
then, old chum, and instead
we're going to see a game
based on the forthcoming
Aliens 3 film, not on the coin-op.
We'll be doing a big feature
about the game early in the New
Year, so put your suicidal
tendencies on ice until then,

games cheaper than UK games?
6. Can you please review a new game on the market called Shinobi?

Austin Patterson, East Boldon,

### FROSTY THE SNOWMAN...

Dear Jaz

Normally your Q+A page is full of informative questions and replies. However, these get a bit boring after a while so I am going to liven

up these few pages.

 What would happen if I threw my Megadrive out of the window and ran around my room screaming?
 How many castridges can

you fit up your rectum (my record is 59, but then again, I am a sad man)?

3. When will my grap questions

stop?
That's it Please answer the questions or fillend up with a very sore fectum.
Mark Richardson, Benwell.
Newcastle upon Tyne
JAZ: 1. The men in white coats would come along and take you away. 2. I've never tried, you sad

#### ...BOTH JOLLY

man. 3. Right now.

Dear Ace Jazza,
I am a proud Nintendo NES owner
and I am getting WWF
Wrestlemania Challenge for
Christmas (hopefully). I got really

MEAN MACHINES 32

excited and couldn't wait until I saw the Power Glove. I thought and thought which one I should have. Which one would you have? Colin Holmes Weston Covney Stoke on Trent JAZ: As I've said before, the Power Glove is a really neat idea, but there are only a few games available for it, and Mattel aren't making any more. So therefore it isn't worth getting.

#### HARK! THE HERALD ANGELS SING FAITHFUL

Dear Jaz 1. When will Teenage Mutant Ninia Turtles coin-op be out on the Sega Master System?

2 When will the Simpsons coin-on be out on the Master System?

3. When will Sonic the Hedgehog be out on the Sega Master System 'cos I am hored with the same boring games for the Sega Master System. If none of these games come out I'll be

Ben Dodson, St Neots, Cambs JAZ: 1 The 12th of Never. 2. Two days after Turtles, 3. It's out. It's about. So grab one with vour snout.

COME ALL YE

Dear Jazza-matic I have just bought a Sega Game Gear and I would like to ask

you a few questions

1. Can you run Japanese carts on an English Game Gear?

2. Is it worth me buying a Master Gear convertor? 3. What is Golden Axe like on

the Game Gear? 4. Will Final Fight come out on the Game Gear?

David Hughes, Tewkesbury, Gloucestershire

JAZ: 1. Yes, ves, a million times ves. 2. Yes, if you've got loads of Master System games, 3, Dunno - nobody's seen it yet. 4. No way jose (and that's pronounced ho-say, no jo-zee).

#### HAS HE GOT SNOWBALLS?

Dear Jaz. Lam the proud owner of a Sega

Megadrive, but I have a few questions which nobody can answer for me (except you I hope!). 1 When will the CD ROM he out to buy in the LIK at the earliest?

2. How much will it be? 3. Will it make the Megadrive as good as or better than the Amiga

and Super Famicom? 4. Will it be able to handle games like Dragon's Lair (graphically and sonically)? 5. And finally, can it play normal

music CDs? Trevor Romford Essex JAZ: 1. Around September - but maybe earlier if Sega change

their minds. Keep reading the mag for more info. 2. About £299.00. 3. Much, much better than both 4 Ven 5 Yessireebob.

#### WHITE CHRISTMAS...

Dear Jaz Lown a C64 and I should be getting a Master System II for Christmas, but I am a bit confused about a few things.

1 Do all the Master System games work on this machine?

2 Are Revenue of Shinohi and Shadow Dancer available for it? 3. I am buying my Master

System II from Index. Will this shop supply me with everything to immediately set it up to my telly? 4. Is the Master System's future

looking good? Sheky Jock, Paisley

JAZ: 1. Yes. 2. Revenge isn't. but Shadow Dancer is and will be out in January. 3. Yes everything you need is already in the box, 4, Yes, be out in January. 3. Yes everything you need is already in the box. 4. Yes.

#### OR BLUE CHRISTMAS

Dear Jaz Is there a game on any console which is so crap that it has got under ten percent Matthew Copley, Pudsey, Yorks JAZ: There are a couple of Atari VCS games that are so utterly. horribly crap they'd be lucky to scrape into double figures - ET and Indiana Jones are two that spring to mind. In fact, both were so extremely crap and sold



#### THE HOLLY AND THE IVY...

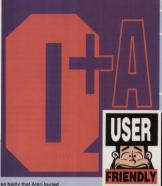
Dearest Jazza.
I am thinking about getting a Super Famicom and would like some questions answered.

1. Is the Super Famicom (SNES) compatible with the 8-bit

2. If so, does that mean that the imported Famicom is only compatible with Japanese NES

Pitfighter, Mercs, Streetfighter 2,

Chase MQ or Chase HQ 2, Alleins.
I would be elernally grateful to you if you could clear up a small problem. The problem is that some prat in Dixons told my parents that cartridge-based games (especially kintendo games) automatically erased themselves once the game is completed. I told my parents that this was not true and the woman Amstrad GX4000, but parents always know best, don't they? B Reddie, Somewhere in Scotland JAZ: 1+2. No. 3. Yes, no, no, no, no, no. Dear Reddie parents, the person in Dixons was talking an absolute heap of rubbish. Do videos erase themselves when you've watched them? Do CDs records? Of course they don't, and neither do cartridge



thousands in the Nevada desert. I can't think of any Master System, NES, Megadrive or Super Famicom games that would be marked so low.

#### WHILE SHEPHERDS WASH THEIR SOCKS

Dear lovely Jazza,

Now I've been nice to you and called you "lovely", please answer these questions because I can't get a Super Famicom until you do. Here they are. 1. Where would you say that I

could get a SCART TV, one that you can watch telly on and play games? 2. Once I've got a SCART TV

and a Famicom, what leads do I need?

3. Will UK Famicom games (when they're released) be compatible with a Japanese machine?

4. My dad says that if you plug a SCART TV into UK mains it blows up. Is this true?

5. If it is, what should I do about Simon Field, Eastleigh, Hants JAZ: 1. Dixons, Currys,

Rumbelows... any shop that sells TV sets - ask a salesman for one with a SCART or **EUROCONNECTOR socket. 2.** You should get everything you need with the Super Famicom. 3. I doubt it. 4. No it's not. What a silly thing to say...

#### ...'COS YOU'VE WORKED SO RUDDY HARD

Dear laz

I am a proud owner of a Megadrive, and so is my friends. so it would make my day if you will

please answer our questions. 1. Has the GX4000 got the same amount of colours as the

Megadrive and is it better than the Megadrive? 2. If you put the CD-ROM and

the Megadrive in one how many colours will it have?

3. When will R-Type come out on the Megadrive?

4. Does the Megadrive have better graphics than the Amiga 500?

5. Is it true that there is a 32-bit hand-held coming out? Christopher Farrell. Middlesbrough, Cleveland

JAZ: 1. Of course it isn't, you steaming nit, 2, The same, 3, Never, 4. Theoretically no. but generally yes. 5. Yes, in November 1998

#### JINGLE BELLS. GARY SMELLS

I own a Gameboy and think it's quite good. But I will soon he getting a Sega Megadrive, Now I'm over with the boring bit please could you answer the following questions:

1. What is the best beat 'em un game for the Megadrive?

2. Will Nintendo ever bring out budget games for the Gameboy?

3. What would you say are the

best games for the Megadrive and Gameboy?

4. Why have you got a funny

5. Is MEAN MACHINES the est mag around or am I a baboon? Tom Robinson, Fareham

Hampshire JAZ: 1. Streets of Rage, 2, No. 3. John Madden's Football '92 on

#### **GOD REST YE** MERRY GENTLEMEN...

Dear Jazza. I am soon to be the proud owner of

a Super Famicom and hope that you (and of course your super overworked, undernaid answering rousers) can help me with the

1. Are the newly released with my Super Famicom?

2. If not, is there anywhere that can take my Super Famicom to be converted to play the Super NES games?

3. Which five games would you recommend me to buy for my

4. Back in issue 9 of Mean Machines I read about the release of PGA Tour Golf, Lakers v Celtics and John Madden's Football for the SNES and wondered when they are available on import (if the answer to 1 or 2 is yes)? lan Simons, Bristol

JAZ: 1. Yes, if you file a bit of plastic away, they can be plugged into a Japanese NES. 2 Converters are available from most importers, if you're not quite sure about doing the job vourself, 3. Mario IV. Pilotwings Final Fight, Super Ghouls 'n Ghosts, UN Squadron and Castlevania IV. 4. Around the middle of next year.

the Megadrive and Tetris. 4. Why have you got a monkey ass. 5. MEAN MACHINES IS the best mag around AND you're a hahoon

#### GREATEST TEAM

Dear Jaz. Please will you answer these questions

1. A few issues ago in CVG, it

said there was an Iron Maiden game coming out. Is this true and when will it be out? 2. Will it be out on the

Megadrive?

Brian Waldock Blackgool Lancs

JAZ: Up until very recently, several companies were looking into the concept of an Iron Maiden game, but unfortunately nobody actually signed a deal with the band, so there won't be one.









**MEAN MACHINES 34** 





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# SAL P

Yo! Festive greetings to the mega Christmas tips section - packed to the brim with vummy cheats, tips, and maps for a multitude of games! Cor! Look out for a super Megadrive Spidev tips quide, as well as a cool Starflight lowdown! Sega Master System owners aren't left out either, 'cos there's a great Heroes of the Lance maps extravaganza! If you've got anything to add, send it in to MEAN MACHINES TIPS. MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU! Remember, there's a £150 software prize for the best tips o' the month - so get scribbling!



# SPIDER-MAN

Two of the end-of-level basses hide the keys Spidey needs to disarm the bomb. The Lizard's key is found just by walking to the far right of the playing area and falling down the trap laid by Lizard. The next level is marginally more difficult. Electro has his key guarded by a number of electrical generators. The solution here is to travel to through the openator poles rather

than web-slinging around them. The pattern for the bursts of electricity remains the same with each generator, thus making it possible to guess when its possible to spin the next web upwards. For Sandman, just stay next one of the fire hydrants and wat for him to approach. Punch the hydrant and Sandman's washed away, leaving just the key behind!



# DECAPATTACK

Joining in with the festive spirit of giving, the lad Radion Automatic has seen fit to fill you in with all you need to know about the items and potions in

RED POTION: 10 second wave smart bomb. Don't use this when you're jumping around on platforms as it will make it more difficult to judge your landings

BLUE POTION: 10 second shield bubble. This still won't protect you if you drop into a pit of lava

YELLOW POTION: Drinking this endows you with the power to fire one bolt of energy. This is also effective against boss guardians, so they're best saved until the end of the level.

TEST TUBES: These improve your speed and jumping ability, but only slightly.

# NINTENDO

# HE SIMPSON

ere's what must rank as quite a scenaring to prome of Garya we Nintando games. Who sent it remains a myster, but whoever us are - Fannkel On the third well enter the fast platform under the sold to the fast platform under the sold to the fast platform under the prometic of the sold of the sold of the point you collect you are awarded no exter life. Visites Alao, to access the sound stat, shoot a rocket at the Charles of the point of the sold of the product of the process of the sold of the process of process



# **POWER BLADE**

A veritable festive bonanza here for Nintendo owners some mega passwords for this graphically retarded but still pretty brill platform game. So, if you're a bit of a spaz at the game, try these out!

LEVEL TWO: B2712209

LEVEL THREE: G3784JD2 LEVEL FOUR: 6843DI2F



If you've been lumbered with this game for Christ try out this little cheat for some extra low gravity-related festive frotes! To begin with eight in Low-G Man, enter the password LOBB. This password also gets you a full set of weapons on



KICKLE

To access the special secret harder levels on Kickle Cubicle, push DOWN on controller one before turning the power on. Keep if held down and turn your NES on. The screen should go white. Now press SELECT, and there you are - a far more difficult game!





ORANGE FLASK: Supposedly improves the range and power of your head butts, but the actual effect is

# THE SPECIAL ITEM

To reach the special item needed to complete the first level, just drop straight down and run right. Smash the statue and the abdomen-like special item is yours.



# SHINTEN MYOOH

completely and ulterly rubbish shoot em up. It's pretty simple, really. To get infinite lives, die at exactly the same time as the end-of-level guardian. Thanks to Captain Nemo from 20,000 Leagues Under The Sea (???) for that bizarre tip.



Here is a simple way of defeating the dinosaurs, as sent in by Gordon Stewart from Erskinel Select the jewel and drop a diamond in front of the dinosaur. The dinosaur stops at the jewel and is therefore unable to attack you. Whack him in the chops about seven times with your spade and bingol Extinction!

# **GAMEBOY**



# TIPS

# CHESS MASTER

When castling, press the A button two or three times, then wait two or three seconds for the voice to say "capture" (not "castle"). After this, press the B button and then the select button. The king should now have turned into a rook, thus making it impossible for the computer to beat you. That tip comes to us courtesy of Russell Shannon from France.









"Hey! I've got an amazing tip for one hard game," writes someone who name and address I've lost - doh! "Simply press LEFT, RIGHT, B, SELECT, LEFT, RIGHT, B, SELECT and START to choose any level

# PARODIUS

Dudley Halls from Urmston in Manchester has provided us with a cunning code to fully power-up your Parodus craft. Pretty groovy, hurb "Well, just push UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A anywhere in the game and loads of weagons are yours! Yikes!



A pretty ancient game, but since it's Christmas, here's a cunning tip sent in by Gregory Fleming from Morden in Surrey. To choose your level, press LEFT and B simultaneously, then A and UP or DOWN to choose your starting level. This should be done after selecting your player.





MERCENARY FORCE

THE STATE OF T

# GAME GEAR

The very mysterious sounding T Kellor from Erith in Kent sent in this bizarre tip for this not-bad conversion of the Taito arcade classic. The oil barrels on round two give you an extra continue if you keep bashing into them. And, um, that's it really!



# RASTAN

O-ert Rastan on the Game Gear is a pretty sad effort by all accounts, but if for some strange reason you feel the compulsion to be able to continue on this game, hold down UP and START at the end, and a continue shall be yours Once again, thanks to T Kennor from Erith in Kent.

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# NINTENDO

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TIPS

Martin Phenix from Surrey came up with some brill Solstice maps the other month... and now he's come up trumps with everything you want to know about David Crane's A Boy And His Blob! So, hats off to the boy Phenix! Enjoy!

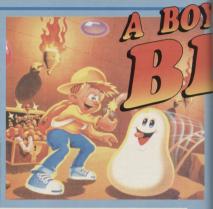
# EARTH

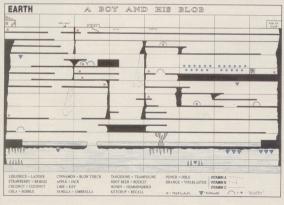
Check out these tips to help you get through the EARTH section of A Boy And His Blob...

Use the tangerine jellybean to get the diamonds high up on some of the screens.

Use cinnamon jellybeans to get rid of the cobwebs.
 Use cola jellybeans to get through the falling rocks.
 Apple beans can be used to pop up the manhole







# BLOBOLONIA Trius section for young the 60th Robatt

# INTENDO

# IPS 🗉

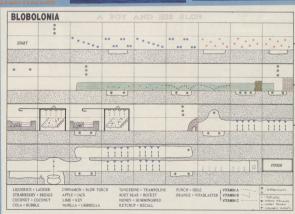


# SECRET MESSAGE

a secret message to be found 17 op et to it destroy the first lot of cherry bombs. Go down to the underground bit. Give Blots a princy ellybean. Fall down a bit further and travel left to find the holden surface. Keep going left and the boy gots caught in the cage! However, if you go right after falling down, you travel all the way to the cooking pot. Now, if you go up and back track to the start of the world, all of the meanics are gone! Corl.







Here's a massive Christmas tips extravaganza on one of the best Megadrive platform games of the year - Spider-Man! So, if you're having some problems with those

super villains, take a good long look at this!

# WEB-SHIELD ACTION

Just about every enemy sprite in the game is a piece of cake owing to Spidey's super strength. Use flying kicks instead of punches. DON'T use webbing at all. If you're in a really sitcky situation, use a web-shield instead of webbing up your prey.



# PHOTOS FOR CASH

sout milt you conserve as much webbing as sold be. Although taking snaps adds to your webbin evel, during the levels your supply gradually ecreases - and dries up just when you need it, ferember, you if need at least three, preferably five yebbing carridges for your battle against Hobgoblin nd Venom!



# ASSASSINS OF DOOM

Every end-of-level super-villain should be snapped for cash, along with the following hazards Spidey comes across. Snap the Forkill truck, the jumping itzards, the alligator, the lightning creatures, J Jonah Jameson and the Brutal Biker for max cash!



# SPIDER-N

# DOCTOR OCTOPUS

REAL NAME: Doctor Otto Octavius LOCATION: Waterside warehouses

POWERS: A radioactive explosion melded Octavius' high-power mechanical arms to his torso. These arms

cause problems for Spidev, even when he's at full-power. WEAKNESS: Doc Ock is defeated simply by spinning

a web shield, thus absorbing the hits from the powerful tentacles. Only a few flying kicks are needed to defeat the scheming maniac!



REAL NAME: Doctor Curtis Connor LOCATION: The sewers POWERS: The Lizard has the proportionate strength,

speed and agility of a lizard, and as such, is a dangerous foe. Watch out for the powerful swishing of his tail!

WEAKNESS: He has the strength of a lizard - and the pea-sized brain to match! Simply crouch down, and Lizard follows suit. Stand up and he'll rush you, during which time you should crouch down and fire a web,

hurting the Lizard as well as stopping him in his tracks. Repeat this four more times and the Lizard is historyl





MAMERIA SPOEMAN DOES WHATEVER A SPIDER CANE

**VENOM** 







# ELECTRO

REAL NAME: Maxwell Dillon LOCATION: The Power Station

POWERS: Electro has the ability to channel raw electricity through his body, and fire off bolts of power towards any target. Electrifying anything metallic is also another talent, along with flying on a pad of pure electricity

WEAKNESS: Clamber atop the highest girder possible. Crouch down and fire off some webbing in anticipation of Electro's arrival. He blunders straight into the web trap and falls down. Now just keep repeating this process.



# HOBGOBLIN

REAL NAME: Unknown

LOCATION: Downtown Manhatten POWERS: Armed with an unlimited supply of pumpkin stun bombs. Hobaoblin is bad news. His super

strength is almost equal to Spidev's, and his Goblin Glider is super-manoeuvrable.

WEAKNESS: Hobgoblin may be powerful, but even his strength cannot cope with a vicious Spidev flying kick. Use web shields to deflect the power of the stun bombs and just concentrate on kicking the hell out of



# SANDMAN

REAL NAME: William Bake

LOCATION: Central Park POWERS: A freak radioactive sand storm created

Sandman - a man with the strange ability to turn his body into sand! He can also compact his mass into massive stone-like fists - very painful indeed. WEAKNESS: Spin a web shield and try to position

Sandman in front of the fire hydrant. Now kick the hydrant and watch as the rush of water disperses the sand-like one.



SPINS A WEEL CATCHES THIEVES

# THE KINGPIN OF CRIME

REAL NAME: Wilson Fisk

LOCATION: His underground bunker POWERS: His massive bulk boasts some truly

exceptional raw muscle power, although his strength isn't up to superhuman standards.

WEAKNESS: Kingpin's massive flab means that just about any normal Spidey punch or kick just isn't good enough, Instead, Spidey's flying kicks must be concentrated at the Kingpin's head. Use web shields to cushion his powerful blows. This is the most difficult foe to defeat - and make sure you keep webbing the machinery that's lowering Spidey's wife into the

blazing incinerator!







REAL NAME: Eddie Brock

LOCATION: The higher the difficulty level, the more places he pops up! WERS: Owing to his black alien spider costume

(formerly worn by Peter Parker), Venom has all the wall-crawling, web-slinging abilities of Spider-Man, along with more raw muscle power! However, his muscular bulk makes him far less agile than Spidey. /EAKNESS: Venom's chosen attack pattern is very simple. Just duck down and crawl out of the way of Venom's power leaps, and spin some webbing in his general direction. A very easy opponent.







Super Tennis is the greatest sports sim devised on the Famicom. Based on the PC Engine game, Final Match Tennis, it offers playability second to none! These tips point out the strengths and weaknesses of the players in Super Tennis. For example,
"FOREHAND A" means that the indicated player is exceptionally good at that shot, whilst "DIVE E" means that the player is completely rubbish at dive shots. So, armed with these tips you should be unstoppable!





FOREHAND STROKE	A
BACKHAND STROKE	A
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	C
SERVICE	D
VOLLEY	В
LOB	D
DIVE	A
	199500000

FOREHAND STROKE	В
BACKHAND STROKE	
FOOTWORK LEFT-RIGHT	C
FOOTWORK UP-DOWN	
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	MATERIAL PROPERTY.

# TORYO OPEN



# OPEKKA

UDLINIA		
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BACKHAND STROKE	A	
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FOOTWORK UP-DOWN	A	
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FOREHAND STROKE	C
BACKHAND STROKE	A
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SERVICE	A
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# MACKIIN

MACA	
FOREHAND STROKE	
BACKHAND STROKE	B
FOOTWORK LEFT RIGHT	D
FOOTWORK UP-DOWN	A
SERVICE	A
VOLLEY	D
LOB	A
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# **FAMICOM**









FOREHAND STROKE	A
BACKHAND STROKE	В
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	A
SERVICE	C
VOLLEY	В
LOB	D
DIVE	.esse.A

# **GURAFE**

FOREHAND STROKE	A
BACKHAND STROKE	A
FOOTWORK LEFT-RIGHT	A
FOOTWORK UP-DOWN	A
SERVICE	C
VOLLEY	A
LOB	C
DIVE	В

# CAPRIA

FOREHAND STROKE	В
BACKHAND STROKE	C
FOOTWORK LEFT-RIGHT	В
FOOTWORK UP-DOWN	C
SERVICE	D
VOLLEY	В
LOB	В
DISTRICT	THE RESERVE TO SERVE THE PERSON NAMED IN

# SANCHA

FOREHAND STROKE	В
BACKHAND STROKE	C
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FOOTWORK UP-DOWN	C
SERVICE	
VOLLEY	В
LOB	D
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FOREHAND STROKE	В
BACKHAND STROKE	A
FOOTWORK LEFT-RIGHT	В
FOOTWORK UP-DOWN	В
SERVICE	A
VOLLEY	A
LOB	A
DIVE	В

# SARA

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# MALEVA

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VOLLEY	C
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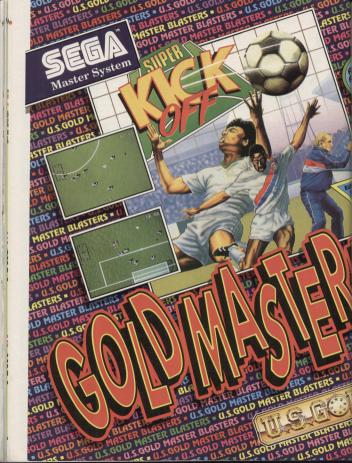


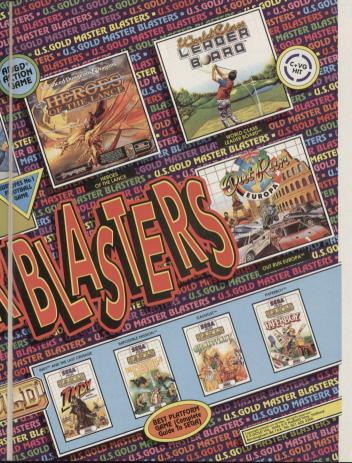




















# **FIRST THINGS FIRST**

The first things to buy are some extra cargo pods. The only way to make money is to mine, and you need adequate storage space. An adequately equipped Terrain Vehicle is also essential - even at the early stages of the game. Buy ice runners, pontoons, extra cargo space and turbo chargers. Leave Starbase and proceed to the first planet of your solar system. Mine this for all your worth and return to base, spending your new-found cash on better engines, more cargo space and more Endurium. Save for a new mineral scanner. Once you've got this, the full mining potential of any planet is yours! Don't bother buying heavy armour, a radar or a wide angle stunner - these items are pretty pointless really



# TITANIUM IS USEFUL!

engineer usually needs some form or raw material (which usually turns out to be titanium). Find out which systems require which material for effective repair and stock about five tons of the stuff in your hold. greedy Starbase engineers!



# THE MOST VALUABLE ARTIFACTS

Two very valuable artifacts are to be found in Uhlek space. Collecting these makes completing the game a lot easier. Unfortunately, the Uhleks don't make it easy to you and confront you in space. Just out run them. and carry on towards your destination. Try checking out these co-ordinates. First of all, check out planetary system 18.50, planet five surface location 15N v 44W The second artifact rests at system 112,200, planet three, surface locations 59N x 64W. Unlike just about every other artifact in the game, these co-ordinates are not listed in the captain's log supplied with the game.

# IS THAT AN ARTIFACT?

The most powerful ship derives a lot of its power from the special artifacts found around the cosmos. Here's a list of just about every powerful artifact in the game, along with what it does. Obviously, you'll want to know where to find them. Just read the captain's log in

HYPERCUBE: Shows nearby

RING DEVICE: Places flux locations on star map.

FLAT DEVICE: Teleports the
TV back to the ship when its fuel

WHINING ORB: Makes the

ship's overall efficiency. RED CYLINDER: Locates artifacts on planet's surface.
ROD DEVICE: Boosts the
power of all offense systems







Logging planets may seem like a decent way of earning cash. However, this activity should take second place to finding out the secret of the Ancients. Although financially rewarding, logging planets takes time - and that's time you probably haven't got!





# YOUR TEAM

Assemble a crew first of all, but make sure you do not recruit the Thrynn or Elowans into your team. Although talende, these races are at war and should either race detect one of their enemies on board your ship, they aren't very helpful. Don't bother with androids either: they can't learn any new skills. Sound so they now they work programments in with seach race. Spend a lot of your time experimenting with each race gauging which races are best at certain skills before you begin the game proper.

Using the space flux teleportation your levels of Endurum high. Collecting the Ring Device helps keep a track of these strange disturbances in space. However, make sure your navigator is highly trained before attempting any deep space exploration. If your navigator is a complete spaz, the fluxes don't even appear on the screen - effectively meaning that you're flying blind - doh!

A GOOD FLUX

# **EQUIPPING** YOUR SHIP

Once you've bought a new mineral scanner, your money should start rolling in. Your first priority is to buy the best engines, then shields, followed by armour and finally



C SHIP CONSTRU



The solution to most of Starflight is found in the captian's log in the garane instructions. This tells you the focation of the Crystal Planer (the esting place of the Ancients and the source of all the aggre), along with the Crystal Oits needed to make a successful landing on the planet. The log also tells you where to find the aggs needed to be deposited on the Crystal Planets surface. The Crystal Come is also required However, one more egg as still needed to more egg as still needed to other races leads to the whereabouts of this egg being



81-81-4628 CAR

Communicating successfully with the other races in Starflight is the key to finding out the secret of the Ancients and saving the galaxy. Therefore, it's most unwise to enter any confrontation with shields raised and weapons armed. However, if you feel like just blowing up enemy ships, make sure you choose the correct targets. You can always get away with blowing up Gazurtoid craft, (they're the hostile fish-like people) and Mechan vessels, or if you're really plucky you're perfectly entitled to face up to the Uhleks. A word of warning - an Uhlek Warship can easily knock the excrement out of your sad vessel. The best tip here is to run away as quickly as possible!

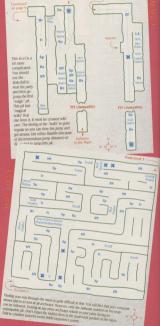


Here's a fine Christmas bonus for Sega Master System owners - the maps to the first couple of levels of US Gold's role-playing game, Heroes of the Lance! But that's not all - along with the maps, there's plenty of decent tips to get you past some of the dungeon's nastier surprises. Not bad at all.



fronted with the Bozak Draconian in the center hallway, don't forget to use the "Neb" Spell. If you influence where the books to accomb on the center namely, occur people in the une meet. Spen, it you are trying for a really high score, don't use any heating speaks onless you absolutely must, wast for







Arrow trap Transporter

Hidden entrance to 1-way passage Destination of 1-way passage



Hidden item Preferred path Spectral Minion Giant Spider Troll Wraith

Aghar (Gully Dwarf) Ag Bo HF LA

Baaz Draconian **Bozak Draconian Human Fighter** Large Aghar (Gully Dwarf Warrior) Ha Black Dragon Hatchling



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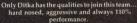
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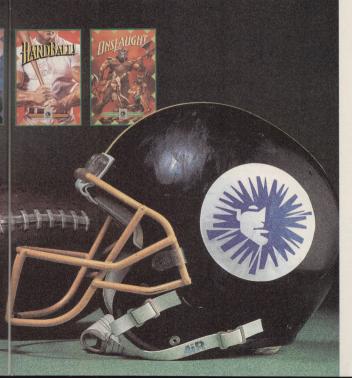


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Robocod takes flying lessons.



The evil Dr Maybe is back, and this time he's determined to take over the world, and at the same time destoy the underwater agent James Pond who put a stop to his plans last time. He might have a little difficulty with the latter, however, as James has been cybernetically attend into part fish, part machine, all serors agent - Robocold Dr. Maybe's plan this time around is to conquer the plans of the part of the part of the properties of the part of the properties of the properties of the properties of the part of the properties of the part of the properties of the evil operation, destroying any toys he sees, and hopefully bring Santa and Dr. Maybe to justice.

Maybe to justice.

Robocod is a platform game similar to its predecessor, but is much slicker, with improved gameplay, more levels and a lot more variety. Roboruns and bounces around the landscape, killing everything that gets in his way. His ultimate aim is to find and destruct the plant of the province of the landscape.



illains, Robocod faces many clockwork-related baddies. Amongst the vile killer toys menacing their way around the screen are flying playing cards, deadly ielly babies, teddy bears of doom and a bottom-kicking





Robo sends the bad guys flying!



A massive staircase greets our fishy hero!



Bonus goodies ahoy!







# COMMENT



been heavily "influenced" by other major console platform games such a Sonic and Mario, but I's managed to take all the best bits and leave out any annoyances. It's a huge game, with loads of secret rooms to discover. It has great graphics, with some superboding, especially on the train and jetly scenes, and best of all it's delicit is platform action the Megadrive has yet seen and that's saying something! Once again, Electronic Arts have come up with the goods; an incredible game which only Captain Dough Mead would miss.







# COMMENT



a robotic fish was never going

was never going to be normal, but this gets a max this gets a max on the barking bonkers scale! The properties of the pr some fantastic effects. The sound is great too, with nauseatingly jolly tunes pounding away as you leap out. But it's the seriously bizarre sense of humour that runs throughout the game that makes this one of the most appealing and addictive out for Penguin biscults, licoral allsorts, cute cars, vicious cuddly teddies, blue snowmen and that's just on the first levell Robocod might look fabulous, but it plays even better! There are loads of wacky features, including mega high-speed jelly bounce levels, upside down screens and a race along the levels are brilliantly designed so that there are several ways to complete them, so even if you finish the game, you return time and time again to see whether you can find new routes and creens. Put all those points together and you've got the bes platform game yet seen on the Megadrive. Yes - even better than Sonic and Mickey Mouse



It's pom-pom time for Pond!





Can Robo reach the icon?



abbo new abilities with which to crush the plans of Santa and the Doc. The most useful of these is his etcho-torso, which allows him to stretch to normous heights, grab hold of high ledges and hoist himself up. Our piscine chum also has a neat way of destroying his enemies. When Robo jumps on top of a nasty, he can then force his robo-weight down upon them, thus squashing them into a state of utter



RELEASE DATE: NOVEMBER CAME DIFFICULTY: MEDIUM

LIVES: 5 CONTINUES: SKILL LEVELS: 1 RESPONSIVENESS: ULTRA



No options to speak of, but superb in-game presentation.

Utterly fab. Stunningly-drawn, weird and wonderful sprites and even stranger backdrops!

you playing for weeks.

Nauseatingly cute tunes and effects - make sure you've got a sick bag handy!

The superb gameplay and wild humour

results in instantaneous addiction...

...and the vast size of the game and sheer amount of secret screens and bonuses keep

The finest graphics + highly challenging action + tons of secret screens + unbelievably addictive gameplay = the best Megadrive platform game yet seen.

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ife is hard for the Pac family. Due to a quirk of fate they are condemned to spend all eternity eating dots. This may sound like a laugh (if you're a fatty), but it is in fact quite the opposite, especially when the dots are spread all over the floor of a maze which is inhabited by fearsome ghosts

Things are made a bit easier, however, by the presence of power pills and food. Power pills endow Pac-face with the ability to strike back at the ghosts by eating them, whilst food provides a welcome change

from dots and ghosts, and grants the player bonus points tool

As everyone should know, PacMan is a game in which the player zips around a maze in a frenzied attempt to consume every yellow dot on screen. Once this is done, you move on to the next, more challenging maze.



Only a few more "dots" to be "g but the ghosts have other ideas

# COMMENT

Ms Pacman is over a decade old, and while I enjoyed playing it, I found myself quickly getting bored of its simplistic gameplay. It's several steps back from Pacmania where at least you have different ghosts, a new viewpoint, different power-ups and the ability to jump. The two-player mode adds a bit of fun, but even that becomes dull

after a very short period of time. If JULIANit cost a tenner, Ms Pacman would be a reasonably fun purchase that your parents, grandparents or baby brother or sister could play and enjoy instead of playing charades after Christmas lunch, but at £24.99 it's very overpriced for what is basically a very quick and nostalgic trip to boredom central.

ahosts want Ms PacMan for













# COMMENT

These days, Pacman games are looking more than a little dated, so what have the programmers of Ms Pacman done to improve on the old gameplay. Well, in one-player mode, not a lot. It's the same old dot-eating action, but with bland graphics and sound and laughable cartoon" intermissions. However, perceptions of the game alter a little once you try the game in

two-player competitive mode,

which injects a bit of freshness into the gameplay, with each player fighting over the power pills and fruit and bouncing into each other to spang the other player into a ghost. But to be honest, it all gets rather dull very quickly. If you're a Pac-fan. go for Pacmania - it's a lot more varied and enjoyable than this.

SEGA



RELEASE DATE: DECEMBER

GAME DIFFICULTY: EASY LIVES: 3 CONTINUES: 3 SKILL LEVELS: 3

RESPONSIVENESS: PAC-TASTIC







Level select and a two fairly limited two-player modes.

Simple in the extreme - five simple sprites and a stick maze.

Inane ditties and effects.

Gaming at its most basic - fun for a session or two, but boredom sets in very, very auickly.

Lack of variety, levels, action and excitemen ultimately spell doom for this not-so golden oldie.

A classic blast from the past that sadly should have stayed there.



PacMan's running out of chomping material, and the ghosts are closing in - FAST!



SUE (PURPLE) Shadow's PacMan's every move.



PINKY (PINK) Clever - likes to head PacMan off and ambush him.



Spunky and

INKY (LIGHT BLUE) Totally unpredictable - so watch



CLYDE (YELLOW) Pursing ghost who's a bit slow.

DacMan, one of the most famous arcade characters of all time, is back - and this time he's brought his Dad. Well. no. he hasn't really, but this Megadrive version of the coin-op includes all the features of the original 1989 coin-op.

Featuring all four of the original levels - Block Town, PacMan's Park, Sandbox Land, and Jungly Steps - this forced-perspective 3D game stars everyone's favourite happy yellow blob collecting dots

that are scattered around the landscape. Of course things are never that simple. Pursuing

PacMan are a number of phosts, all bent on bringing about his demise. Some ghosts track him by his trail, others by working out where he is at present. Luckily our hero can jump, and neatly evade the nasties - if the hand on the joypad is quick enough!



FUNKY (LIGHT GREEN) Beware - this ghost jumps!



BLINKY (RED) The fastest and cleverest ghost.

In the original PacMan game, only four ghosts were in pursuit. Now there are seven - eeek! Here are their characteristics...

MEAN MACHINES 62



# COMMENT



The concept of dot-gobbling might be as old as the hills, but Pacmania prove that it's still as

JULIAN the coin-op, from varied difficulty settings offer plenty of challenge, even to the most seasoned of PacMan veterans, and the Pac boost adds a new aspect to the gameplay. If you're after something simple, addictive and different, Pacmania fits the bill perfectly.

AC BOOSTER

# **MEGADRIVE**





RELEASE DATE: DECEMBER GAME DIFFICULTY: EASY/MEDIUM

LIVES: **CONTINUES: 3** SKILL LEVELS: 4 RESPONSIVENESS: GOOD







A load of decent options, and great intermission screens.

Simple and crisp. The scrolling is faultless, and sprite movement is smooth.

Very similar tunes and sound effects to the arcade game.

Getting into the game couldn't be easier, and within a few goes you're hooked.

Tons of levels, and the different difficulty settings give Pacfans plenty of scope for long-lasting dot-gobbling fun.

One of the simplest games available on the Megadrive - but it's also very challenging and highly addictive!

# COMMENT



owners have been deprived of Pac-related hilarity. Fortunately, Pacmania goes a long way to redressing the

balance. It adds

getting into any instant-death positions and each level's graphical difference prevents the action becoming too repetitive. Visually, there are few differences between Megadrive Pacmania and the arcade version, and the sound is also





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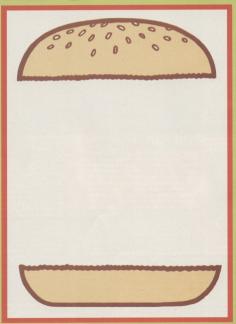
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And what we want you to do in this special festive competition is to design our Oz a burger. You can send us a recipe, a drawing, a painting - or even a model if you're good with clay or plasticine! And you can be serious, or plain loony with your ideas.

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and burger off!





Twenty years ago, a meteorite fell to Earth near Cemetery Lane. This was no ordinary meteorite, however, and the occupants of 2406 Cemetery Lane, who stumbled across the wreckage, were changed into mad, cackling, blue psychopaths!

Worst of all, the meter-driven loonies have kidnapped Dave's girlfriend Sandy and plan to use her in their dastardy scientific experiments! It's your job to control Dave and two of his pals as they break into the mansion and attempt to save Sandy without being caught by the will inabilitant.

Manico Mansion is an adventure which alross the characters' escapate side-on-Actions are selected with a cursor, using menus situated on the bottom half of the screen. All you do is select a word or words from the menu, such as pick up, op to or whatever, and point it at a part of the main picture screen. The relevant character will then try to do what he or she has been told. The action is mostly puzzle based, requiring the correct use of an item or action to pass certain stages.





Look at that security door! It's locked and you've got to find the key!

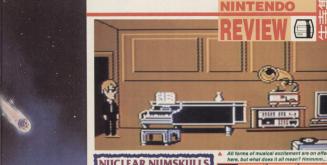


# THE DUDES YOU CAN FRINK!

There are six characters to choose from in Maniac Mansion. Dave tags along no matter what, but you choose two of his pals to venture forth with. There's Razor, lead with the band Razor and the Scumettes; Jeff, a surfer-type; Bernard, a physics buff and all-round bore; Michael, ace photographer for the



school paper; Syd, an aspiring musician; and Wendy, a budding novelist.



# COMMENT



Maniac Mansion works along almost identical lines to Shadowgate, but the difference between the two s massive. Where Shadowgate was

frustrating,

JULIAN obscure. unrewarding and dull, Maniac Mansion is easy-to-operate. lively, addictive and thoroughly entertaining. Presentation is superb (some of the cut-screens are really funny), and the puzzles are all very nicely thought out - there are no death-without-warning situations, so you're encouraged to experiment and explore. The graphics aren't outstanding, and the sound isn't anything to write home about, but Maniac Mansion's excellent. thoroughly rewarding and genuinely funny gameplay more than makes up for its deficiencies, and the end result is a highly original and very addictive adventure that no

Nintendo owner should be without.

# **NUCLEAR NUMSKULLS**



The family in Maniac Mansion take energy conservation to new heights - they've constructed a huge nuclear reactor on the ground floor! This powers the kettle, the TV and all their horrific experiments. Finding your way to the reactor room is a simple matter of pushing one of the gargovles on the stair bannister, but once in there, be careful! One wrong move and you start a meltdown which destroys the mansion and everything within a five mile radius.

laniac Mansion would be simple if it were set in a small semi-detached (like where Rich lives), but it isn't. Indeed, it's set in a massive place, similar in appearance to the Addams family residence. It's quite similar in content too, with pets such as a huge green tentacle! Keep a look out for the members of the family who hide out in the deepest corners of some rooms, ready to pounce on unsuspecting intruders.





Watch out for the plant of doom! It's alive. kicking and not very friendly at all!



BOHL OF HAXE + PAINT BRI

The kid checks out certain parts of human anatomy on the medical chart.





LOOSE

What a spectacular library! Here, our hero's found an entrance to the ubiquitous



# COMMENT

After last month's dose of role-playing "laughs" in the form of Shining in the Darkness, it's refreshing to see a decent adventure on a console. Maniac Mansion has been around for vears, but it's still as playable today as it ever was. Graphically, very little has changed from the C64 version, and only minor improvements have been made in

the sound department, but all the old puzzles, characters and lokes are there. including some great intermission screens featuring the evil antics of the Mansion's owners! If you're just a jaded blast-o-rama head, you probably won't reckon much to Maniac Mansion. but if you're looking for an adventure or just a game with a bit more depth, I'd recommend Maniac Mansion.

Outside Maniac Mansion. Your first job is to get in!



T<sup>©</sup>REHSSER → E918IR BRUSH Maniac Mansion has its own arcade!



ввивн + FRIBIABER

The staircase of doom!

HINTENDE OF OMPRESO INC JAI FCO

RELEASE DATE: TBA GAME DIFFICULTY: MEDIUM / HARD LIVES: 3 CONTINUES: 0 SKILL LEVELS: 1





Game save options and superb in-game presentation.

Decent enough animation and backgrounds, but the sprites are block city.

Middling effects and a variety of ear-bashing

tunes.

Cursor movement can be slow at times, but that doesn't really affect the overall gameplay.

A big game with a lot of tricky puzzles that should keep most gamers going for some time.

A playable and long-lasting adventure which should appeal to anyone after something a bit different.









ty McFly's back from the past to save the future! Freshly returned from re-arranging his own future by altering his parents' destiny in 1955. Marty hopes to carry on his life as normal - only to discover that his future children need his help!

With girlfriend Jennifer in tow, Marty jumps into Doc Emmet Brown's Delorean time machine and speeds off to 2015 to save his son from prison. He does this by incriminating the real felon, Biff's grandson Griff (this hit of the film is denicted in one of the hoverboard sequences detailed elsewhere in the review). However, the elderly Biff Tannen uses the time machine to change his own fortunes in 1955! At the same time, the police find the 1985 Jennifer, taking her to her 2015 residence. Marty has to rescue her (see the JENNIFER TIMES TWO box).

Thinking his work is done, Marty returns to 1985 but it is a completely different scene that greets the lad as he emerges from the Delorean. Biff's minions have taken over Marty's home town of Hill Valley, so Marty's left to beat a path through Biff's cronies to Biff himself (this crops up in the game as a horizontally scrolling beat 'em up).

Once Biff reveals his dastardly plan, Marty travels back to 1955 to correct Biff's damage to the space/time continuum (as depicted in the game by the sliding block puzzle you see elsewhere in the review). However, Biff's still left loose, and in the last hoverhoard screen. Marty uses his magical board to catch up with the bully and give his monkey ass a good dusting!







▲ That's the elderly Biff there on the right!





Hill Valley, 1955. Marty's job is to successfully re-arrange the events of the part by sliding this block puzzle about...



MEAN MACHINES 70

## COMMENT

I'm rather saddened that imageworks chose to release this conversion of the original computer game. The hoverboard sections seem ridiculously difficult. The collision detection is very ropey indeed and avoiding all the hazards thrown at you is nigh on impossible. Marty's punch is completely ineffective - and the

animation's so had it's like he's looking at his watch rather than delivering a vicious cuff! The second level is boring in the extreme, and the third "beat 'em up" level requires all the skill of uncoordinated baboon to successfully complete, while the sliding block screen is really tedious. The graphics throughout are tragic. Marty looks like some kind of mincing neandethal (perhaps it's only because his arms and legs actually move), and the rest of the backdrons and sprites make a complete mockery of the Master System's graphical abilities. In fact, the only things the game has going for it are the fine presentation screens before each level, and the novelty of these soon wears off. Imageworks have plenty of decent, topper Sega stuff like Speedball and Xenon II, so buy one of those instead of this cartridge-based tragedy.



## COMMENT

What we have here is one of the worst game-of-the-films I've ever seen. The first and last levels are dull and frustrating. The collision detection is dreadful, the control method is very poor and sprites seem to come out of nowhere, giving you no chance to avoid them unless you memorise exactly where they pop up. The beat 'em

JULIA new section is also pathetic; again detection help to make it an unenjoyable and irritating experience. The puzzle sections are the most interesting aspect of the game, but even they're not particularly good - the side puzzle is limited and the house section is ridiculously easy to complete. With better graphics, an improved control method, better collision detection and severe playability meaks. But to the Future III could have been quite fun, but unfortunately it's not the case. We sky divide to Botk to the Puture Isin or the case. My sky divide to Botk to the Puture Isin and the case of the puture Isin is miss better than this Isin reverse.

## SCROLL-D-Matic!

The third level sees McFy racing along the horizontally scrolling screens of 1985 Hill Valley. But the Birl 2015 has gone back in time and changed his own past, making himself the vitual ruler of Hill Valley in 1985! The street was the raced drums Marry's job is to beat up these minions and reach the end of level so he can travel back to 1985 and undo the damage the 2015 Birl has done!



▲ Marty enters deadly territory!

# REVIEW 2





BY: IMAGEWORKS

PRICE: £29.99

GAME DIFFICULTY: EASY/TOUGH LIVES: 5 CONTINUES: 0 SKILL LEVELS: 1

SKILL LEVELS: 1 RESPONSIVENESS: SLUGGISH







## **PRESENTATION 82º**

Nice presentation screens, but no options to tweak.

GRAPHIC

43%

Great static screens. Sad, laughable in-game visuals.

SOUNI

560/

The BTTF tune grates forth from the Master System's tortured sound chip.

LAYABILITY 43%

Awful controls and bad collision detection are just two of the problems in the playability department.

LASTABILITY 25%
The levels are either just too difficult or too

easy. Either way, they're all pretty bad and you won't want to play them for long.

# **DVERALL 37**%

An awful game-of-the-film with very little going for it. Wait for Back to the Future

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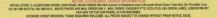
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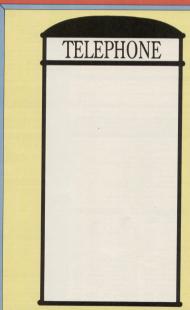
As regular readers of MEAN MACHINES know, Rich is a bit of a phonebox fiend. Every spare bit of time he has is devoted to phonebox fun and frolics as he makes secret calls to mystery

people about strange subjects. The only problem is that poor old Rich gets cold and tired - after all phoneboxes aren't renown for their comfort. So what we'd like you to do is design a priorebox especially for him. Let your imagnation run not - you can have hot and cold nunning water, multiple rooms, a grage arything. But it's got to took something like a phonebox when you've finished.

Send your entries to: WHEN IC.
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# NINTENDO

Are you gnarly? Well, if you are, I suggest you see Aa doctor. If you're just a cool dude, man, California Games could be the cart for you. The game involves competing in six bodacious events, namely

foot-bagging, frisbee, surfing, BMX, roller-skating and half-pipe.

The object of this is to rack up

mega-dabba-docious scores to impress all your pals. If your chums decide that they can do better, they can join in for up to four-player thrills and excitement. Whoever scores best here gets the coveted "Very

Trendy Person Cup\*. Are you the raddest, baddest person in... your house, or are you just a sad and lonely pinhead who's about as cool as the planet Mercury?



## COMMEN



California Games is easily the bes of the Epyx Games series, and it certainly made a successful transition to the console world when it hit the Master System. So fare? Well, the graphics aren't bad

are vivel, the graphics aren't bid, and the sound is okay. But the real hard of California Games is the RAD amelia yand I'm glad to say that that's one thing the NES version has in abundance. Each of the events provides enough challenge to keep you practicing for ages, and the multi-player option improves the listing appeal greatly.

# **AERIAL ANTICS**

If linger lips, McI wists and Aeria Airs are your bag, doublessly you'll head straight for the half-pipe. With cunning use of the joypad, you can make your on-screen skateboarder perform hand-plant inverts. But if you're a real skill dude, awesome aerial jumps and swivelling kick turns are more points you get.



# alifor

# FLYING **SAUCERS**



# BIKE, MAN Take to this hilly assault course

and test out your BMX skills (even if the coolest dudes have got mountain bikes these days). The judges mark you according to the quantity and skill of the BMX-related stunts you pull off during the event.

ese days, foot-bagging may rank just abov





award marks reflecting your skill. If you notch up a ten. you're a true pro California head, but a score of only two or three is a most heinous failure, which should be rewarded with a smack around the head with a rolling

# YO! HANG EIGHT! fing is similar in format to the half-pipe, with your

surfer performing aerial twists whilst avoiding being swallowed by the roll of surf catching up with him... and the shark swimming below!

## COMMENT

California Games is one of my games, and I was interested to see whether link sersion route and good. Well, at first things don't look promising. The graphics aren't as good as the ones on the Master System version and the sound is roughly the same. However, play it and your fears soon evapourate: the gameplay JULIAN offers even more fun and

challenge! Each event is almost like a game in itself, especially the foot-bag, and there's plenty of potential to knock up huge scores. With its multitude of options, including the multi-player razy dude sports fans.



nla

0.00.0

# AYE CARUMBA!

## **NINTENDO**





GAME DIFFICULTY: MEDIUM LIVES: N/A CONTINUES: N/A SKILL LEVELS: 1 RESPONSIVENESS: GROOVY







79%

Loads of options, a choice of sponsors and excellent in-game touches.

Dull colours, but terrific animation.

SOUND

Good, though sparse effects and catchy ditties.

As playable as heck, with plenty of challenge and variety in all of the events.

Lots of practice needed to master each event, and the multi-player mode adds plenty of extra lasting appeal.

A fab and generally wondrous game which should appeal to any Nintendo owner who lives east of Beverly Hills 90210.

# MEGADRIVE





# REVIEW

Poor old Mr Reagan. He's finished being president of the USA, but still those terrorists won't leave him alone. They've gone and kidnapped the semile old duffer and are threatening to kill him if all America's nuclear missile codes aren't handed over to them. Obviously, the government aren't going to waste any of their proper soldlers on the inevitable resoule but and so they hive you, a top mercenary to do the deed "Tals masses with wander in the services in the skills."

ctations are yours for the taking, should you find, and these should doubless aid you in your e against a huge piece of war machinery at the of each level, such as fighter 'planes, battleships opter gunships and a giant bomber, an you save the ex-president and dispose of the rest threat? Remember, the entire free world is nding on you.













Crates are liberally spread around the scenery. Shooting these reveals a handy item. It could be a weapon, a Mega Crash bomb. energy-restoring food, mega-energy-restoring med kits,

speedy boots, an armour jacket, a power upgrade for your existing weapon, or even deadly dynamite which explodes and kills you!







THIS FILLS 2 UNITS OF YOUR LIFE GAUGE. One of the new features of the

original mode is the shop that pops up every so often. Available here restores between two and six units sixteen units, or fully reple your energy bar, power-ups, bombs and energy bar extensions, for mega energy laughs and frolics. But how are you supposed to pay for all this? With the medals that you find by shooting crates, of

What would a shooting game be without extra weapons? Pretty dull. that's what. Fortunately, Mercs has loads of spiffing things to blow people up with. On offer in this mega-violent game are the likes of machine guns, bombs, flame throwers, shotguns and rocket launchers.











# MEGADRIVE

# REVIEW @



One of the best ways to make quick advancements in Mercs is to capture an enemy vehicle. First, kill the driver, then hop in and enjoy a spell of invincibility and super firepower! Jeeps are the most common vehicle. but for real destruction, try a tank or oun turret, and for water-borne death and devastation, steal an inflatable attack dinghy!



Also included on the Mercs cart is an all-new eight-level version of the game. Each level of this game is totally different to the arcade mode, meaning that you really get two games for the price of one. How's that for value?



Watch out for the enemy gasses in the game! Collect the gas mask to avoid a hideous









GG Shinobi, in that your Merc picks up other like-minded soldiers, each armed with their own special weapons. This gives you the equivalent of five lives and an instant selection of weapons. Other than the shotgun, all the arcade guns are available, as well as two new ones: the laser rifle and homing missiles!

## COMMENT



Christmas!

In the death 'n' destruction stakes this spot-on conversion takes some beating, featuring some of the meatiest mega-weapons ever seen in a game of this kind! Like most Megadrive games, you can finish it fairly quickly on the easiest level, but select the hardest one and there's a decent challenge to test your shoot 'em up skills. The

graphics are excellent, with plenty AN of small, but nicely detailed sprites running around trying to bring about your demise, and sound consists of thumping soundtracks and even louder explosions. With two different games in one cartridge, shoot 'em up fans who ask Santa for Mercs will have themselves a very merry

# MEGADRIVE



# REVIE















1002







## COMMENT

in the originality department, but it was very playable nonetheless, so I was looking forward to seeing this. Suffice is to say that I haven't been let down. Mercs excels in every area; the graphics are superb, the sound produces some very satisfying explosions and general death-related noises and the gameplay is faultless. This



would be enough, but there's also the original mode which actually betters the arcade game in terms of playability! I cannot enthuse enough as to how fantastic this game is, so just go out and buy it and for yourself.

REPROGRAMMED GAME OSEGA 1991

DIFFICULTY: EASY/MEDIUM LIVES: 1-5

CONTINUES: 3 SKILL LEVELS: 3 RESPONSIVENESS: SPEEDY







Standard options, animated intros and great shop and mercenary select screens on original mode.

89% Loads of great sprites, backgrounds, animation and effects. Just watch 'n' burn!

Explosions, screams and gunfire abound, as well as some brill tunes.

The straightforward, high-quality blasting action results in instant addiction.

Loads of levels and two different games will keep blasting fans happy well into the New Year.

A stunning conversion made even better with the addition of a second, expanded game on the cartridge. Blasting fans shouldn't miss it.







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TOTAL SENT - CHEQUE /	POST	AL O	RDER / CREDIT CARD			SIGNATURE					



very thirteen years, a place known as Ghost City appears. This ghastly town is inhabited by all manner of evil and grotesque creatures who take great pleasure in committing any number of vile and horrifying acts on the populace of nearby towns. Worst of all however, is the tendency of these monsters to kidnan a child, steal its soul and then sacrifice it.

This is where you come in. You are a good ghost. committed to being nice, and you have decided to save the kidnanned child with the aid of your laser. rifle. This is by no means an easy task, as the child's soul has already been stolen. As a result of this, she cannot act of her own accord and needs you to direct her out of Ghost Manor to Ghost Headquarters, whilst blasting all the evil ghosts that har your way

Laser Ghost is another of Sega's not-quite conversions insofar that although the Operation Wolf-esque gameplay has been retained, a new element has been thrown in, that being the child you must protect. This adds a new angle to the gameplay. as you must remember to quide her around obstacles whilst all the time checking the ceaseless efforts of the ghosts as they try to keep hold of their captive.



Should you mistakenly blast the girlie you're supposed to be protecting, this is what happens. Pretty Spooky, eh?



ammo, so I was pleased to see it

this, although anyone else would be advised to give it a go first.

Laser Ghost wouldn't be the same without a variety of gruesome phoulies to destroy, so it's fortunate that there are plenty in this version. Among the spooky targets are bats, skeletons, haunted paintings, zombie tomatoes, animated suits of armour and even flying atables! But these are nothing when compared to the end-of-level quardians, which include mud zombies. fire-spitting portraits and possessed cars! Eeek!

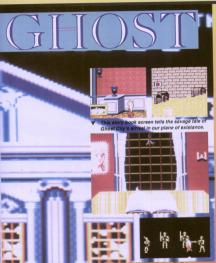






or right. Guiding the oun sights around is slightly more difficult, as they are automatically attracted to the centre of the screen, and therefore always drift that





COMMENT

There are two modes o

JULIAN bit of a pain at first, but once you get used to it

idea that you've got to keep one you're looking for a fun light

Ghosts: one-player where the joypad is used to control the gun sights, trigger and special weapon, and simultaneous two-player in which the light phaser controls the gun sights and trigger, and the joypad controls the special weapon. This means that if you've got a mate who's a complete crip but wants to join in. you can give him the joypad and put him in control of when to use the smart bombs, where he can't do too much damage!



SEGA

REVIEW 🕮





GAME DIFFICULTY: MEDIUM CONTINUES: 3 SKILL LEVELS: 1

RESPONSIVENESS: GOOD



No options, but plenty of intermission screens.

64%

Okay sprites with average animation. Nothing to get all excited about.

Screechy tunes and few effects. Turn the sound off before plugging in the game.

The control system takes a bit of getting used to, but after that it's great fun.

Not all that difficult, but there's plenty of levels and lots of secret rooms and bonuses

A neat little light phaser title which offers plenty of blasting fun and frolics.

How did the World's greatest console magazine ever come into existence? Jazza Rignall reveals all (oo-er), from the very messy birth in a seedy Farringdon stable called Priory Court to the naughty behind-the-scenes happenings in this, the exclusive, never-before-told true story. The names have been kept to reveal the quilty...

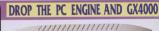
It was a bright day in July 1990 when three furtive-looking individuals trooped into the Studio Cafe in Farringdon to discuss top secret plans for a new magazine launch. Julian Rignall, editor of C+VG, Gary Harrod, a complete nobody who had design talents coming out of his every orifice and EMAP Publisher Graham Taylor ordered some coffee, sat down and began to put together their plans. After some hours (and the fact that the cafe owner threatened to take the table away) the blueprints were finalised - MEAN MACHINES was go!







To launch MEAN MACHINES, we needed heaps o' cash. And since our money man, good old Lord EMAP, has purse strings that are marginally tighter than a kipper's backside, we needed to show him exactly what a totally skill idea MEAN MACHINES was. So Jaz and Gaz spent weeks producing the legendary Issue 0, a one-off special to show what the magazine would roughly look like. A very limited number of these were printed, and were shown to Lord EMAP and his cronies. They thought it was dead brill (in their own words) and immediately dispatched a minion to the EMAP coffers to bring us a very large uitcase stuffed with enough used fivers and tenners to enable us to launch MEAN MACHINES!



When we originally came up with the MEAN MACHINES concept, we included the PC Engine/Turbografx and the crappy Amstrad GX4000 console in the line-up of machines it covered. However, once we began to put the magazine together, we realised that we simply didn't have enough room to cover everything, and the PC Engine/Turbografx and GX4000 were dropped, making MEAN MACHINES a Sega and Nintendo only mag



immediately after this feature, you'll see that it's almost the same as the MEAN MACHINES you read now. Tweaks were made between finishing the "dummy" issue and the "real" Issue 1 to things that we didn't like. Most noticeable is the cover logo, which was just too boring and straight. Also on the cover, we decided include pictures of the machines the magazine covered, rather than just write what they were along the top. Inside, the logo for the news pages was changed to make it bigger, the Megagame logo was redrawn and the ratings box was tweaked to make it look nicer.



some didn't...



ideas scribbled by Jazza as he took the train home to Southend very late one night. There are some basic lope sketches, allow some basic lope sketches, allow content - some tideas made it and "Typ". Maps, "Sp. Godly Sunce

PEOPLES PRESC help!!!

Deag 408: Letter, white when Charles of Hrybe veaders cand fair.

Charles of Brysbe veaders cand fair.

Charles of Experiment

COMPAGE / CARCUMENTO PREVIOUS : BOY PROVIDED (Apr.)
CONTOR COLUMN:
NEXT MONTH:

MP Colonical Maria

MACHINES

THE MAKING OF

MACHINES

## TEETHING TROUBLES

It normally takes four weeks to put together MEAN MACHINES: - but the first issue took sid Why? Cos the team were beset with a series of unbelievable diseasters. First of all, Jazzá's printer cable which connects his complete to the laser printer (which is used to output the text your each in the magazine) mysteriously stopped working and he couldn't order a new one for several days because the manufacturer's stocks were

own magazine

exhausted! Then his PC Compatible (which is used to write all the words you read) blew up, and a new keyboard had to be ordered. And then the hard disk on his PC Compatible went screwy and a specialist was rushed in turner emispatible went screwy and a specialist was rushed in turner emispatible went screw, and the magazine, which was stored on the disk, was completely lost forever!



# BEST

MEGAMANII (NINTENDO)
MACHINE: NINTENDO
REVIEWED: ISSUE 4 OVERALL MARK: 959 games ever seen." MATT: "One of the greatest NES

CHESSMASTER (MINDSCAPE)
MACHINE: GAMEBOY
REVIEWED: ISSUE 8 OVERALL MARK: 96% JAZ: "More portable and flexible than dedicated chess machines costing five times as much!"

EA ICE HOCKEY (EA)
MACHINE: MEGADRIVE JAZ: "An utterly essentia

FOOTBALL (EA)
MACHINE: MEGADRIVE
REVIEWED: ISSUE 3 OVERALL MARK: 95% JAZ: "The best Megadrive game MATT: \*This game stunned all of

**SUPER MARIO 3** 

**REVIEWED: ISSUE 13** JAZ: "The finest videogame I've ever played.\*
RICH: "A truly brilliant game,
combining a massive amount of
depth with totally superb











# THE COVER THAT

Recognise this cover? Of course you don't - it never appeared! If

was originally scheduled to appear on Issue 2, but at the last moment we all decided the Strider illustration just wasn't strong enough and changed it for Robocop!





Gary Harrod over in the art department also had a nightmare time. First of all he spent days drawing up a special custom layout sheet for MEAN MACHINES and had 1000 of them printed... only to find he'd got the measurements wrong! It was

redrawn a second time (correctly), but unfortunately the printers printed them all wrong and they had to be done a third time! And when the correct ones finally arrived, the boy Harrod suddenly realised he'd drawn up the basic page artwork (such as the review boxes and the top right/left hand corner flashes) using the first custom layout sheet - the one with the wrong measurements - so he had to do them all again! And finally, two rough draughts of the

MEAN MACHINES logo were drawn up, one with fat letters and one with thin letters. It was decided that the fat letter version would be used, and Gary started work with his airbrush. After a weekend's work he suddenly realised that he'd been working on the thin version, and that he'd have to start all over again! Doh!

MICKEY MOUSE (SEGA)
MACHINE: MEGADRIVE
REVIEWED: ISSUE 5
OVERALL MARK: 95%
JAZ: "Has an addiction that! as
you eating your meals while you



MEGADRIVE

BEEL!

**NINTENDO** 

GAMEROY

We've reviewed tons of games since MEAN MACHINES started - some of them brilliant, and some of them complete











YOUR ROVEDTURES HAVE EDDED HERE!



Estacione Baily Sun PAPERBOY CALLS IT



PAPERBOY (MINDSCAPE) MACHINE: NINTENDO REVIEWED: ISSUE 6 OVERALL MARK: 30% JAZ: 'A sick mockery.' MATT: 'Dear oh dear.'

ACE OF ACES (SEGA)
MACHINE: MASTER SYSTEM

CUP (NINTENDO)
MACHINE: NINTENDO
REVIEWED: ISSUE 6
OVERALL MARK: 33%
JAZ: "There's nothing like a good
(cottall game, and Nintendo World
Cup is nothing like a good football
agme." MATT: "Nintendo World Cup takes football games to a new low."

WORST

ALLEYWAY (NINTENDO) MACHINE: GAMEBOY REVIEWED: ISSUE 2 OVERALL MARK: 33% JAZ: "What a bore MATT: "Bleugh!"

GOAL (NINTENDO) REVIEWED: ISSUE 12 MACHINE: NINTENDO OVERALL MARK: 33% JAZ: "Goal is another Nintendo footballing debacle, a dire travesty purporting to be a simulation of our top national sport."
RICH: "Goal is a crippled, retarded excuse for an NES football game."



MEAN MACHIN



## DESIGN JAZZA A NEW RUGGER SHIRT WIN A SUPER FAMICOM!

When it comes to fashion, only one item of clothing appeals to our editor Jazza Rignall - rugby shirts. He has one for every occasion, and his huge collection includes the likes of Llanelli, Leeds RLFC. St Helens, Hull KR and

Harlequins, alongside a veritable goodie-bag of international shirts! So what has all that got to do with this competition? Well, we want you to design Jazza a new rugby shirt. You can make it any colour, and any theme: a MEAN

MACHINES shirt, a shirt based around a console game - or just a crazy design that looks brilliant. You can either use the outline

on this page, or, if you don't want to rip up the mag, copy it - or even draw your own. The place to send your entries is: JAZZA'S AMAZING MULTICOLOURED BUGBY SHIRT, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE. LONDON, EC1R 3AU. The closing date is Jan 2nd 1992 - after that day, Jaz'll look through all the entries and pick the design he likes best - the winning entry will win its sender the Super Famicom! All the best entries will be printed in a future edition of the magazine.

So what are you waiting for? Get your finger paints, crayons, biros, pens and paints out and get designing...



# WIN A SUPER FAMICOM













SENSATIONAL SEGA SOCCER SIMULATOR!!

HARD DRIVIN'!!



MEGA NINTENDO **RACING ACTION!!!** 

**GUNHED** 



**INCREDIBLE MEGATIPS INSIDE!!!** 



# FIN

# MEAN MACHINE

## COVER STORY

NINJA GAIDEN blasts onto your screens in a Nintendo beat 'em up par excellence. Check out the full MEAN MACHINES review on page 12.

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MEAN MACHINES OF

### PREVIEWS

MEAN MACHINES looks into the future and brings you exclusive news on incredible new software that "Il be hitting your screens soon. This month we're uncovering HARD DRIVIN" on the Nintendo and THUNDERFORCE III on the Megadrive.



## NEWS

There's amazing news from the world of MEAN MACHINES - check out the red hot stories.









# ENTS

NES JULY ISSUE O

# MEGATIPS 10 We reveal all the secrets of

that incredible Turbografx blaster, GUNHED, plus there's comic strip tips on the Sega football sensation, WORLD SOCCER.



# REVIEWED THIS MONTH

Under the beady eye of the MEAN MACHINES reviewers this month are a load of incredible consoles titles that'll literally blow you away.

# WORLD SOCCER

Play your own World Cup finals on the Sega Master System with this cracking football game.





Stalk the streets and hack and slash your way through an army of bad guys in this brilliant Nintendo beat 'em up.



03 MEAN MACHINE

# **NEWS**

## DOWN THE DUNGEONS

Stathing list way onto a Nintendo screen near you is Mindscape's tou-diayer conversion of the smash Alori coin-op, Gauntiel II. Utilising either the new NSS offeite or NSF South Scote multiplayer adaptes, up to four players can take part in over 100 levels of medieval mayhem, with loads of moniters, food, potions and trops. And stay funded Game Boy owners, because Mindscape are also converting Gauntiel II to your machine!





## NINTENDO NINJAS

System 3's Last Ninia 2, having been out on home computers for yonks, is soon to be released on the Nintendo. courtesy of Jaleco, but under the title of The Last Ninja (confusing, eh). As you can see from the screen shots it looks rather swish, too, You control Armakuni, the afore-mentioned Last Ninja, in his seven level hunt through modernday Manhattan for the evil Shogun. No information on price or release date as vet. but as soon as we have any more news, we'll let you know.







# WHAT'S IN DE INDY GAME?

Indiana Jones is back (with his Dad) on the Nintendo and Sego. Tallo are working on the Nintendo version of Indiana Jones and the Last Crusade which is of course based on Indy's last Nazibashing advantue. Their game features "fle-like animation", music from the movie, lots of diglised pictures, and six different arcade and puzzle sub-games.

British software house US Gold are programming the Sega Indy game, which will be along similar lines to their home computer versions, with lots of platform-jumping, Nazi shooting, rope-swinging, whip-cracking action to keep Master System owners amused.



# IREM'S HERO ON NINTENDO

liem, creation of the R-Type saga, have recreciated helic cutery coin-op, Legand of Hero Tomma, on the Nintenda. The princess has been captured by the evil emperor and title formor has to sally forth to rescue her. As you can see from our screenshots the convestion look as cute and cuddly as the accade original, but how it plays is another story, which you't be able to read when we get our hands on the finished

## SPORTY SEGA STUFF

James "Buster" Douglas, the guy who became famous by hooining Third Mike Tyson, is soon to be featured in a new boxing game from Sega for the Master System and Megaditive called James "Buster" Douglas Knackval Boxing. Will if give Buster the chance to punch the living daylights out of Tyson all over again?

Other sports personalities signed up for Sega game endorsements include famed giddion sta Joe Montana, Arnoid Polimer (for a gold game), baseball ace, Tommy Lasorda and the very tall Pat Riley, who will feature in Sega's basketball simulation.







## MORE MINDSCAPE MIRTH

As well as their NES conversion of Gauntlet II, Mindscape's US programmers are also working on Nintendo conversions of other classic arcade and home computer games.





Paperboy is based on the Atari coin-op which stars a newspaper delivery boy. dropping off papers and dodging drunks and cars on his daily round. You can also expect an NES conversion of Atari's classic burn-up-thehighway game, Road Blasters The other conversions are of old Atari/Commodore 64 titles, such as MULE (classic space trading game), The Last Starfighter (marketed as a license of the computergenerated 1984 movie of the same name, but is actually a conversion of the excellent British shoot 'em up, Uridium) and Infiltrator (air combat simulator cum arcade adventure).

05 MEAN MACHINES



# W W RLD SOCCER



▲ England's midfield begin their attack on the Japanese goal.



A goal-den scoring opportunity - get that bicycle kick into action!

Cad that the World Cup is now over? Well, take Sheart, because here's a Sega game that lets you recreate your very own World Championships in the privacy of your own front room. Options at the start of the game let you choose a one or two-player game. If you choose the one-player game you then have to pick your team, from a choice of eight, and a computer team to play against. Then it's onto the game it-

The action is played over a horizontally scrolling pitch. You control the player nearest the ball, and are able to dribble, kick, pass and do overhead kicks and banana shots. When the opponent is on the ball you're able to slide tackle and, if you time your challenge correctly, regain possession. The object, just like real football, is to outscore

your opponent. If you win your team is presented with a cup - there are no prizes for losers!





## OVERHEAD KICKS

A very useful tactic to learn is the overhead kick, especially when the keeper has just kicked the ball out of the area. Keep your finger on the kick button and blast it back at the keeper - if you use the banana swerve arrow you should be able to kick it right into the goal!





### THE TEAMS

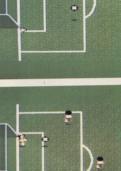
There are eight teams to choose from - Argentina, West Germany, France, Brazil, England, Italy, USA and Japan. Each has its own skill levels, so if you play the worst team, say Japan or USA, with the best, Brazil, you'll stand a better chance of winning. This means that you can make the game more challenging by choosing a poor team like Japan and playing one of the best teams - which requires much better skills to win!





## PASSING PLAY

Keep your opponents foxed by constantly passing the ball. This helps you break through their defence and get a good clear run on goal. As soon as you're in a shooting opportunity, let rip with a super banana shot and beat the goalle!



▲ The keeper kicks the ball out - see if you can shoot it straight back!



# COMMENT



keen football fan and welcomed this Sega game with open arms. It's very similar in looks and play to Seaa's World

Cup Soccer ar-JULIAN cade machine, with chunky, almost cartoon-like players running

ground the smooth-scrolling pitch. Control is excellent. with a variety of moves available to the player - my favourites are the overhead kick and the spectacular whopper banana shot. The game is pretty challenging, especially when you're playing against Brazil, but it's best appreciated when there are two human players battling together. If you're a Sega-owning football fan, make sure you don't miss this.

07 MEAN MACHINES



PLAYER











▲ it's all over, and the captains shake hands, sportsmen all the way!

### PENALTYIII

If, at the end of full time, the game is a draw you get to a penalty shoot-out situation where both you and your opponent have five penalty kicks apiece. Outscore him and you win - fail and you're out! Penalties are quite tricky to master, but fortunately there's an option on the title screen that lets you practice Make sure you do, and you should become unbeatable!



▲ Penalty! Take your time and shoot to the top left or right!

### PENALTY TIPS

Taking penalties is tougher than it seems - especially against the incredibly good computer goalle. The best thing to do is take your shots to the top left or right of the goal - that way you'll stand a better chance of beating the keeper.



SEGA REVIEW

# WORLD SOCCER

BY: SEGA PRICE: £29.99

RELEASE: OUT NOW

FORMAT:



CONTROL:



PLAYERS:



GAME DIFFICULTY: MEDIUM LIVES: N/A CONTINUES: N/A SKILL LEVELS: ONE RESPONSIVENESS: GOOD

PRESENTATION 85%

GRAPHICS

SOUND

contest.

Reasonable tune, but doesn't really suit the ac-

PLAYABILITY

LASTABILITY

The computer teams are reasonably challenging, but it's the two-player option that makes this fun to go back to time and time again.

A thoroughly enjoyable football game which offers all the thrills and spills of the real thing.

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# **TURBOGRAFX**



**AERIAL ASSAULT** 





LEVEL ONE Watch out for this beast's lasers - otherwise he's a doddle.



**LEVEL TWO** This is dangerous only when his leas open and lasers beams pour out - just keep

blasting.



LEVEL THREE Dodge or shoot the spiders and keep on shooting at the



PHOTON TORPEDOES

Not bad, but when all hell breaks
loose on later levels they simply are
not powerful enough to help you sur-











**MOTHERSHIPS** 









### LEVEL FOUR

Just be careful of this baddie's green balls (oo-er) and keep those lasers blasting.



## LEVEL FIVE

When the dragons appear, dodge their bullets and let rip with your guns.



## LEVEL SIX

Watch for the spinning projectiles, slip underneath when all is clear and blast like crazy.



## LEVEL SEVEN

This one takes a lot of beating. Once you've destroyed his laser turrets, go for his rocket launchers.



## LEVEL EIGHT

Nasty skull! He spits bubbles avoid them and continuously blast him.



## HOMING MISSILES Reasonably useful to take out attack-ing ships, but there are better power-ups than this.

MULTI-BODY Adds vital extra firepower to your ship and makes mincemeat out of end-of-level baddies.

SHIELD.
The best, because it allows you to take several hits before your explode.

FIELD THUNDER
Dreadful - a sort of homing laser that
files around the screen and leaves you
completely exposed.



# **PREVIEW**

oming soon to the Nintendo is Hard Drivin', Tengen's conversion of Atari's brilliant racing coin-op.

Many thought that the original arcade machine's filled-3D graphics which are used to portray the first-person perspective action would be virtually impossible to convert to the Nintendo, but programmer Mark Morris has surprised the cynics and come up with a system that runs them smoothly at very high speed - a first on the Nintendo! The end result is a game that looks and plays very similarly to the original machine It's hoped that the finished game will incorporate several different tracks, and will also feature the Phantom Photon, a ghost car which challenges you to a one-on-one race around the track if you manage to match or beat the record time. So far Hard Drivin' is looking very promising indeed. We'll be bringing you a full review of the game as soon as it's finished.

# HARD



## THE COIN-OP

Atari's revolutionary 3D coinop appeared in the arcades during spring last year, and quickly became one of the most popular arcade machines of all time. Its freedom of movement and "real world" environment, coupled with its amazing stunt and speed tracks and "real" car controls and handling resulted in very original and highly playable coin-gobbler If you haven't played it yet check out an arcade and make sure you doll!











# LEARN TO DRIVE

Olighnily, Hard Dilvin was developed as a machine to help learner drivers get used to controlling a car before they actually went out on the road. However, the designes soon realised that it would be much more fun (and make far more money) if they trund their cleation into an aicade machine, so they beefed up the car to a control to the control to such as stuff ulmps and high speed banking it he result was one of the most enloyable race.

games yet seen in the arcades.



BY: TENGEN PRICE: £TBA

RELEASE: MID 1991

FORMAT:



CONTROL:



PLAYERS:







yu, Ninja extraordinary, has just discovered that his father has been killed by his arch rival. Stopping only to pick up his Massa, he goes off to get his revenge.

The mission involves travelling deep into the heart of enemy country across a series of long horizontally scrolling landscapes. Each level is packed with baddles, and Ryu has to run, slash and jump his way to victory, making sure that his energy bar isn't completely worn down by enemy hits, and taking care not to fall down the many bottomiess pits that are scattered across the scenery.

At the end of each level is a big guardian, who Ryu fights until either he, or the baddle is dead. At the end of the final level is Ryu's arch enemy. and there they have a duel to the death. Will Ryu avenge his father's death? That's up to you...

# 111 to higher platforms!

Ryu can climb onto walls and sign posts to get



▲ Watch out for deadly machine gunners - their bullets drain energy fast!

**MEAN MACHINES 12** 

# GAIDEN



"Who's

Galden story unfolds, shown as an almost film-like series of still and animated screens. At the start of the game you see Ryu's father and his arch rival fight together, and then Ryu's discovery of the incident. On level two Ryu enters his arch rival's lair and is then anaesthetised by a mystery woman, who gives him a strange statue and then disappears, leaving an even greater mystery. The only way you can see the rest of the story, and its conclusion is to battle all the way through the game - It's tough, but It's worth Itill

level, a chapter of the Ninja

"There's no time to explain. Hurry." "Hey. wait. Who are you?

there?

A Ryu gets ready to tackle high level baddles.

## COMMENT



Ninja Gaiden is very much like a simplified version of the Shadow Warriors coin-op, with the hero nuning around bealing the seven shades out of the baddies and using the backdrop to climb and leap to seemingly inaccessible parts of the screen. The graphics are great, with varied, well-drawn backdrops and some great

JULIAN prifes. A special mention must termission screens between levels, which unfolds on witerious screens between levels, which unfolds or mysterious story as you progress through the game. The sound doesn't quite match up to the standards of the graphics, but what's three is almosticated to which the game it let it pretly frontiac, with a whole host of baddles to destroy, and some very rough of the standards of the country and collections of the standard of the transpersion of the standard of the stand

## NINJA WEAPONS

Ryu is able to pick up a vallety of extra wappons to supplement his swords. These include shutilism of acts, yo-yo style metal plates which thy forward and then viclously spih back, scything all in its path, and Ninjo flames, which spin around Ryu and protect by destroying everything that ties to get near him. Unfortunately this magic doesn't last very long, but while Ryu's got it he's practically invincible!



A Ryu looks pensive in the cartoon intermission.



▲ Level one boss - watch out for his deadly steel blade!





# HIMJE GEIDEN

BY: NINTENDO PRICE: £39.99 RELEASE: SEPT

FORMAT:



CONTROL:



PLAYERS:



GAME DIFFICULTY: MEDIUM LIVES: 3 CONTINUES: UNLIMITED SKILL LEVELS: ONE RESPONSIVENESS: EXCELLENT

# PRESENTATION 94%

Superb in-game presentation, with cartoon-style intermission screens which tell you the Ninja Gaiden story.

SRAPHICS 89

GRAPHICS

Excellent in-game graphics and stunning, beautifully animated cut screens.

SOUND 78%

PLAYABILITY 91%

PLAYABILITY 91% lough to begin with, but very addictive nevertheess.

LASTABILITY 88%
Plenty of levels to keep a ninja fan slashin' 'n' dashin' for quite some time.

OVERALL 88%
A superb game, very similar to the Shadow
Warriors coin-op, Highly recommended to

Nintendo beat 'em up fans,

MEAN MACHINES 14









# HOTLINES

# SUPER FAMICOM



The Super Famicom is simply the greatest gaming tool in the universe! And there's one up for grabs on this red-hot phone line. You know the score. Dial away and see if you can win.

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What's hard, six inches long and is great fun to play with in the toilet? A Gameboy of coursel it's the greatest thing since dusted monkey ass, and one of these pocket-sized wonders could be your if you win the comp on this line.

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Want to try and win enough games to fill you

Y-fronts to breaking point? 0839 121 188



STREETS OF RAGE

**EA ICE HOCKEY** 

**ROAD RASH** 

SPIDER-MAN

DECAPATTACK **ALIEN STORM** 

SONIC

**FLICKY** 

**688 ATTACK SUB** 

**FANTASIA** 



88 Attack Sub surfaces at number nine

# **MEGADRIVE**

HIMMOM. Decapattack is the only new release thit the Megadrive chart this month. EA Hockey and Streets of Rage swap positions, while almoverything else loses one position. Strange really, isn't it?



**DUCK TALES** 

SUPER MARIOLAND

F-1 RACE

SPIDER-MAN **TURTLES** 

**BUGS BUNNY** 

DOUBLE DRAGON

GOLF

WORLD CUP

10 NE FORTRESS OF FEAR

NINTENDO: Mario III **GAMEBOY: Duck Tales MEGADRIVE: Streets of Rage** MASTER SYSTEM: Populous



# **GAMEBOY**

Check out the first official Nintendo Gameboy tog ten! Duck Tales arrives in the charts - straight at number one! The deserving F-1 Race finally

MEAN MACHINES 110



SEGA

NE POPULOUS

2 NE SPEEDBALL

3 SPIDER-MAN

4 V LEADERBOARD

5 PACMANIA

6 NE FORGOTN WORLDS

7 DYNAMITE DUKE

8 NF GAUNTLET

9 W IMPOSS MISSION

10 V PAPERBOY

A Leaderboard

# **SEGA MASTER SYSTEM**

A very healthy 8-bit Sega chart. Populous takes Spidey's number one spot, relegating the web swinger to number three. Speedball and Leaderboard are doing very well indeed, while Capcom's Forgotten Worlds sneaks in at number









# NINTFNII

1 DUCK TALES

2 SUPER MARIO 2

3 GREMLINS 2

4 V DOUBLE DRAGON

SUPER OFF-ROAD

6 NE DOUBLE DRAGON 2

7 KONG CLASSICS

8 PUNCH OUT

9 NE WORLD CUP

10 NE GOAL!







# THAT WAS THE

1991 was the year that consoles blew everything away. Jaz Rignall looks back at the highlights and the lowlights of the past twelve months.

# JANUARY



The New Year started with Megaman II on the cover-and deservedly so. Its 95% score was the highest yet for a Ninetado game, and the learn raved about its amazing platform action. In fact it was a good month all round for Ninetado owners. Probotector, a great conversion of Gryzor weighed in with 73%. Pinbot, the first ever lensering rightly man expense a most series. which eating nibbley pibbley is the order of the day got a well desembed 94% and lun in Tromann's Revent Super Off Hoad Challenge (surely the winner of the Longest Game No. Hoad all adeason's Moorwalder Challenge (surely the winner of the John Hoad all and the danced in with 80%, the conversion of Gain Green feeble 62% and Mickey Mouse. the game Sepa owners had been waiting for waitled off with 93%. The Megadrive scene was very quiet, with only Moorwalker (18%), Hard Drivin (and Conversion that scored only 91%), Hard Drivin (and Conversion that Scored only 91%), Hard Drivin (and Conversion that Scored only 91%) and the jolly simultaments the player up the Score Nation 18 falls Squation on (85%) to shout about. In January we were still covering the crap Amstrad GX4000 console. However Gameboy had a superb month, with the puzzle game Pipedream (87%), Fortress of Fear (80%), the conversion of the classic coin-op Pacman (80%), and web slingin' Spiderman (85%) to cheer about.

# ISSUE 5 FEBRUARY

Final Fight graced the cover, to go along with our complete Super Famicom preview which gave a taster of some of the delights to come later in the year. Having had a rather poor month previously, Megadrive wing had a rather poor month previously, megani-flware bounced back in February in a big way. The ceptional arcade adventure, Mickey Mouse, was varded a massive 95%; supporting acts were found the rather white Sword of Sodan, which could only manage a miserable 59%. The Master System didn't do too badly either. On the surface, Speedball's mar of 79% looks a bit disappointing, but Imageworks recalled the game after our review and made the computer opponent lougher - something we strongly







Mouse:

criticated in the "finished" version we had. The and result was a game which, if we re-reviewed it, would get 87%. Dick Tracy popped his head suffer and the said, ristered Cyber 80% his head sufficient of the said of the said

# ISSUE 6 MARCH

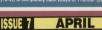
luck Tales was on the front this month, the game scoring a creditable 90%. Gauntlet II also scored a big nine-oh. But it was definitely a month of two halves for (80%), the impressive-looking and very challenging Pacmania (90%). We also did a classic review of California Games, which scored a gnarty 93%. Finally







A Some flame-throwing action from Midnight Resistance Sonic was here at last In our exclusive preview. Splide the beans on what was to become the biggest-selling Megadrive tille yet. Also on the Megadrive stores were five other greet games. James Pond; (78%), Affecturere (80%), Sevod of Vermillion (82%), Darwal (80%) and Midnight Resistance (84%), Mintendo's offerings varied widty in quality from fairly good fromword (77%), and Buars Fighter (79%)) to completely cack (Days of Thunder (93%)).



The Simpsons burst onto the MEAN MACHINES frost cover in April, to gow thou exclusive preview. Another first was Actriate on the Super Famicion, which was awarded 91%. Heavy-regist (Championship Bouring on the Master System wasn't so hot, and got a very average 46%. Golden Are Marior was another poor release, its tedious role-playing action only meriting a lousy 44%. Golden for Mortist wasn't so but, Indusy's (BON), and the classic review of R-Type (92%) heighed prighten things up. Dick Targy appeared for the second month running, this time on the Magdidine 62% was he final socion, which was better doubt the second month running, this time on the second month running, the second month running that the second mo



Ther two Gameboy releases were better, though, with Turties scoring Side; and Chessmaster coming in with an enormous 86% If you owned a Master System, the most interesting game of the month was the golf simulation World Class Leaderboard, which achieved 92%, Joe Montania's Football only scored 85%, but Galaxy Force was raided 85% in its classic review. Finally, the Super Famionen showed us it could do some incredibly neal tricks with Pilotwings, which scored 90%.





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HE FUTURE IS PHILIPS

# MEST MEST

As the weather got hotter and hotter, we cooled off with a cover devoted to Magadrive EA Hockey, which with a cover devoted to Magadrive EA Hockey, which we listed no less than 313 new console related to the listed to less than 313 new console releases displayed at the June CES Show in Chicago were 688 Attack Sub (84%) and the brilliant dooking but ultimately unchalenging Allen Storm (71%). Master System owners finally had something interesting to play in the form of Spiderman (87%), material system owners finally had something interesting to play in the form of Spiderman (87%), material system owners finally had something to make the storm of the system of the syst



# ISSUE 12 SEPTEMBER

Mickey Simon from UN Squadron made an appearance on the September issue, which was filled with good news as far as Super Famicom blasting fans were concerned. UN Squadron scored a mighty 94% and Super R-Type notched up 90%. More shooting action was found on the Gamebov with Choplifter (90%) and on the Master System with the utterly crud Ace of Aces (29%). Nintendo fare wasn't outstanding this month: Isolated Warrior was tops with 80%. Battle of Olympus was next with 79% and the pustulent Goal! "scored" a comic 33%. Apart from the very disappointing seguel to Mickey Mouse, Fantasia (61%). Megadrive players had some great games to choose from. Racing fans had the brilliant Road Rash (91%), platform players had Spiderman (90%), Star Flight, an arcade adventure/trading game/shooter set in space scored a massive 94% and the whoppa beat 'em up Streets of Rage (90%) showed that Megadrive owners didn't really need Final Fight...





# OCTOBER

We had plenty to celebrate in October. First of all it was our 1st birthday, and secondly, the magazine sold so well, we ended up having to print more to meet the massive demand! Wahev! Mario was on the front cover, and appeared inside too as we revealed his history in a four-page special and reviewed Super Mario III, which got the highest mark yet awarded in MEAN MACHINES - a ginormous Marble Madness (85%) and the excellent Galaxy 5000 (91%). The graphically stunning Xenon II waved the

98%. Other Nintendo games under scrutiny were Master System flag with 84%, and Double Dragon II (81%) and Caesar's Palace (91%) gave the reviewers plenty of Gameboy fun. On the Super Famicom, the

wild 'n' wacky Goeman Warrior (92%) and spiffing Super Tennis (93%) were played and loved by all, and on the Megadrive, the long.

awaited and ultimately disappointing Outrun (69%). Mike Ditka's Power Football (78%), Turrican (73%) and Thunderforce III (86%) made up the numbers.

The big surprise of the month was the crap-looking but mega-playable Flicky, which was rated 92%!





# Last month, as you should be able to remember,

unless you've been hit around the head with a baseball bat, had F-22 (93%) on the cover. The other Megadrive games were Immortal (90%), Fatal Rewind (83%), Klax (84%), Toe Jam and Earl (87%) and Shining in the Darkness (69%). Nintendo releases were WWF Superstars (80%), Kickle Cubicle (72%), Power Blade (88%), Low-G Man (84%) and Top Gun II (51%) while the Master System had the utterly mega Kick Off (96%) and Shadow of the Beast (80%). The single Gameboy release was the Simpsons (85%), and on the Super Famicom we had two extremes - brilliance with Super Ghouls 'n' Ghosts (94%), and shoddiness with Pro Soccer (55%).



# ISSUE 15 DECEMBER



Rather than dwell on this month, which you can see for yourselves by glancing through this vertiable jamboree issue, let's look at what 1992 promises to bring. On the hardware side, the Megadrive CO-ROI polayer should be arriving at importers in large numbers in very early January - there's no news of a official baunch yet. The Super Famiciom CD-ROM is another no-news launch, although it's expected to annear sometime during next autumn. The Sune Famicom itself is rumoured for an official European launch in late September - we'll be there to cover it NEC, makers of the PC Engine, have a new. unbelievable\* machine under development w be unveiled later on in the year, and Atari have the impressive-sounding Jaguar pencilled for a mid-199 II, Mario V, another WWF game, Streetfighter II, Stat Wars, The Empire Strikes Back, Terminator II. Dona Duck, Smash TV, Lemmings, Megadrive Kick Off an Aliens III are just a few of the highlights of an







# RADION MEGACOMP! WIN A GAME GEAR AND THREE GAMES!

When it comes to cartoon fun and japes, Radion is the greatest. Well, lapes, Radion is the greatest. Well, have used to the service of the service on the MEAN MACHINES team. Anyway, since it's Christmas he's decided to knock together a special festive comic strip. The problem is, he's had a bit too much the dol' Christmas cheer', and has forgotten to put the words in. Doh!

This is where you come in. What we want you to do is write your own script. Be funny. Be witty. Be silly. Or be a completely miserable git. We don't care, but if you are your chances of winning will be slimmer than the winner of last year's International Anorexia Competition.

Send your entry to: MAKE SURE YOU'VE GOT A CHANGE OF KNICKS BEFORE READING THIS. MEAN MACHINES. PRIORY COURT, 30-32 FARRINGDON LANE, LONDON FC1R 3AU. As with all the competitions this month, the closing date is 2nd Jan 1992. Rad will personally read all the entries himself, and the one that makes him literally pee his pants with merriment (or the nearest one that does) will win its sender a fabbo Game Gear and three games! Wowzer - so get your special hilarious trousers on now and get



# WIN A GAME GEAR AND THREE GAMES



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# REVIEW

Life isn't very enjoyable when you're the Beast - the perfect fusion of man and animal. Indeed, life just seems to consist of doing the Beast Lord's foul bidding, using your superior strength and agility for the cause of evil.

One day everything changes. Distant memories of your days as a human child resurtee and show Maletonth the Beast Lord as the being responsible for the death of your family. All at once you remember what it was to be human. You realise how your life has become warped by the Beast Lord. Now, armed with the knowledge of the past, you must construct your future - and that future shall begin with the destruction of the Beast Lord. With him dead, his spells should break - turning you back into human form.

What all this boils down to is a quest spread over six scrolling levels. Vour objective is to track down Maleioth and make sure he kicks the bucket. However, sensing that he no longer controls your mind. Maleioth has dispatched every beast he still controls in order to bring about your demile. It sy your job to defend yourself against these demonic minions. Added in with the basic beal 'en up gamephy are a tery puzzle elements. These are hardly brain-busting, but add some variety to the gamepley. For example hitting a lever early on in one level switches off an enercy field blocking your route later on.

It's a long and arduous voyage ahead of you, but you're the Beast and you're hard!

# BEAST





# BEASTS

Your beast is pretty big and 'ard, but he s comparatively small and weedy compared to some of the treats Maletoth the Beast Lord hat instored A big orb-throwing agragoyie is your first larged, along with a massive skeleton who attempts to crush the very file out of you. And go right from the game's starting point and your until the gauntitot of massive enemits including, of all things, gargantus



These legions of poisono creatures infest the



These bats arrive at different heights, making them difficult to hit.



 This creature lurks inside a stone statue. Break this open and engage in combat!



Inhabiting the underworld these massive insects are your first worry.



These denizens of the underworld are armed with massive cleaving swords.



This jumping demon inhabits the first level. Beware of his groping ar



Another level one meanic that tends to creep up on you and slap you about!

# **MEGADRIVE**

# REVIEW @











the surface level. However, it's very dark inside so be sure to collect one of the torches located on the outside of the castle. Once inside, more terror awaits...



This Orb Guardian requires several hits. Beat him and laser powers are yours.













# COMMENT

The Master System version may have had more objects to play around with, but this Megadrive conversion has something going for it that's for more valuable - it's a lot more playable. The action is really simple to get into and the control method is good and responsive. The variety in all of the levels makes the game that much more compulsive to play. Shadow

RICH of the Beast has its faults though. The simple nature of the combat is really off-putting. Just about every foe falls to one punch or flying kick, and the puzzle element is just too

simple to be seriously considered. As a game that shows off what your Megadrive can do, Shadow of the Beast is a great example.

# **MEGADRIVE**

# REVIEW







RELEASE DATE: NOVEMBER

GAME DIFFICULTY: MEDIUM LIVES: CONTINUES: 0 SKILL LEVELS: 1 RESPONSIVENESS: GOOD







**89**%

# FSENTATION 81%

in-game presentation.

Little in the way of options, but good

Superb, smooth-scrolling parallax backdrops and beautifully drawn end-of-level baddies.

A fairly atmospheric tune, although it does grate after a while.

The easy-to-learn control method makes this a doddle to get into...

and there are six huge levels to explore, giving plenty of lasting appeal.

An original and entertaining exploration game with plenty of neat features.





seems a bit dull there are only two combat moves and virtually every baddle dies at the first hit. However, the more you play it.

JULIAN the more you really a beat 'em up at all - it's an exploration game, and as such works very well indeed. The graphics are superb, and you want to keep playing the game to find out what's around the next corner. Things hot up later on when the beast is endowed with power-ups, and there's plenty of variety as you attempt to defeat the Beast Lord. If you're after a platform game with a difference, take a

good look at this.

# MEGAWARE

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# REVIEW

If is tought when you're a prisones diverge agent to course you find a secret mergin powerful machine, you stall you call Once in possession of prisoperative spowerful weapon. It is simplicitly 1984 to a shoot your way out of prison and commandeer a leep to get you. Home This cather improbable set of circumstances are throat upon you is 5 signs's conversion of their arrade blaster. Lim of Fire.

However, the enemy forces want their gun back and they're not alraid to shoot you into obviour to get, the This means you take on the entire opposing army single-haindedly with nothing but your machine gun and a stack of massless to help you. After all this destruction, there's still a massive pusition awarding you at the end of each level. Blast they out a fitter work of the country of the same machine you begon to go the same machine gun based violence awards you on based violence awards you on the exit since

The Master System conversion of Line of Fire differs somewhat from the coin-op. Whereas the arcade machine was a 3D Operation Work-sylve first person perspective machine gin game, this version is an up-the-screen blaster! However, the levies, enemies and guardians themselves follow the coin-op quite blosely.





Bridges are easy targets for

The jeep has a massive shell-spewing cannon!



# SHOOT YOUR LOAD

There are two types of weapon in Line of Fire. Your machine gun disposes of ground-based forces such as foot soldiers and tanks and is provided with an infinite supply of ammunition. Missiles a used to destroy flying targets suc as bombers and helicopters.

# MAR OR

WHAT A BOMBER

Your opponents arrive in many and varied forms.
There are standard troops who shoot at you with their rifles, other jeeps armed in a similar fashion to yourself, twin tanks, helicopter gunships, dive-bombers, frogmen and even fully-armed battleships!





The Master System does a pretty good attempt at parallex scrolling here.

# COMMENT



I was very surprised when I played Line of Fire. Surprised and disappointed. Changing the viewpoint of the game was hardly an intelligent move. Dynamite Duke showed that the Master System can handle 3D Op Wolf games, so why waste the license on turning the game into a poor example of a vertically acrolling shoot 'em up? On the plus side, the maps of the levels of to follow the coincon quite levels of to follow the coincon quite.

On the plus side, the maps of the levels do follow the coin-op quite closely, although the sprites are so small and babdy drawn that it's difficult to lell. The game is also very slow and far too easy. The action gets tricky at one point in level two but otherwise any semblance of challenge is missing. Not even fans of the coin-op will enjoy this. In fact I think they'll be the most disappointed.





GAME DIFFICULTY: EASY LIVES: 3 CONTINUES: 3 SKILL LEVELS: 3 RESPONSIVENESS: OKAY





Three skill levels, intermission screens but nothing else to speak of.

Small and cacky sprites with extra added flicker and dull colours.

Bland sound effects and lug-wrenching

tunes.

Reasonably responsive but not overly eniovable.

Very easy indeed. Even a spaz with sad gamesplaying skills should be able to complete the game in a hour, even on the most difficult setting.

An utterly mediocre release. Very average gameplay, poor presentation and pitiful difficulty setting.



and airborne targets!

# COMMENT

What a bizarre "conversion" this is! Line of Fire is similar to Enduro Racer in that the first person 3D effect has been altered - in this case to Commando-style vertical scroll-o-vision. However, the actual locations and scenery remain much the same. Unfortunately, much as it pains me to say it, sadness has prevailed in this conversion. The vertical scrolling

RICH is slow and jerky and the graphics are seemingly malformed, with badly-defined sprites and tedious backdrops. The sound effects and music are similarly bad (in fact, I defy your hand not be to be moved to the volume switch within seconds). The simple gameplay is quite entertaining, but it won't keep you playing for long

(in fact it only took me one go to get all the way to the last level). I simply can't recommend this at all. If you've a hankering for Op Wolf-style action, try Op Wolf (or Dynamite Duke). Fans of up-the-screen blasters should check out Xenon 2.

Escape from enemy termfory would be impossible without your trusty eep, for it is no ordinary form of ransport. When faced with ramps, your motor vehicle uses them to fly for a limited period of time, and not your dependable four-wheeled thend, as it is capable of ransforming itself into a fully sperational battle dinghy! The last wired of the quare sees another level of the quare sees another



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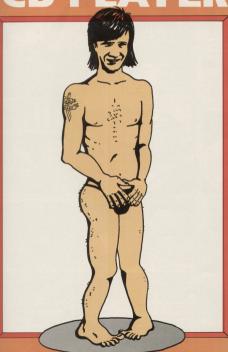
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Aaaaah - sad! However, there is a happy end to this unfortunate tale. You see. we've managed to get in touch with Santa Claus, and have persuaded him to bring Gary a fine new outfit for Christmas. The only problem is that Santa's merry helpers need a design - and this is where you come in. Using the accurate portraval of the boy Harrod, we want you to design a fabulous outfit for him. Use your imagination, and come up with a topper piece of kit that will do our Gary proud!

The address to send your entry
The address to send your entry
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War time has rolled around again and being a trainee pilot in the Air Force, you are plunged into the thick of it. Many missions await you, with the object being to wreak as much havoc behind enemy lines as possible, destroy their special war machines and reach a high enough rank to keep you on the ground forever

G-LoC is a cockpit-view 3D shoot 'em up in which the player uses missiles and a high-powered cannon to obliterate the enemy forces on land, sea and air. One point is scored for every enemy vehicle or craft destroyed, and these points are used to buy things at





Between missions an info section appears which briefs you on your next mission and details your successes so far. From here it's also possible to buy more missiles and extra time and also repair your plane. One point buys either one missile or ten extra seconds or repairs a single hit. This allows you to choose your tactics for the upcoming mission, buying time if there are lots of targets, or loads of missiles if there's just one,

powerful target.

TOTAL POINTS MISSILES BEMAINING: 40

REMAINING: 60







PRESS START BUTTON

GAME DIFFICULTY: MEDIUM LIVES: 1 CONTINUES: 3

SKILL LEVELS: 3 RESPONSIVENESS: FAB







Not many options, but well presented throughout, with fab between-flight screens and menus.

Backgrounds lack detail, but there are lots of

good sprites and the 3D update isn't bad.

Awful tunes that do the game no justice, though the effects are a bit better.

Very enjoyable and addictive, with a light strategy element to keep the action from

Lots of missions keep you up in the air for

A pretty decent Master System blaster that should be checked out by potential fighter pilots as soon as it hits the shelves.





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# STORY

Will those alters never learn? Once again, they've would be a second of the second of

This rather uninspiring story is merely an excuse for another vertically-scrolling shoot em up, with a selection of aliens to shoot and a variety of mealy weapons to shoot them with. Can you halt the advance of the alien fiends and then take the battle to the aliens' own homeworld? Well, here's your chance to find out.

# **DUAL WEAPONRY**

There are two main types of vesopon in Rustion. You start the game with the base cannon and a high power laser. When certain enemy vehicles are shot down, they release a vesopon pod, which changes colour from red to blue. When the pod is red, your cannon is given a wider shot spread this can be powered up eight times), and when it's blue, it's power and the shot power of the can be powered up a wider shot pread this can be powered up a wider shot pread this can be considered as a wider beam regal starr of doorn. Also ovariable or a wider beam regal starr of doorn. Also ovariable are nuclear missiles, horning lasers and allem melting smart borne.









# THE POWER-UP FAIRY

Like most other shoot' em ups, the loss of a life in Raiden Trad results in the loss of all your special wappons. However, most other shoot em ups don't have a fairy godmother who appears at the point of your reincarration to grant you a random selection o power-ups! This stops play becoming too frustrating, as you're not reduced to the neiffective single-shot cannon, meaning that it's still possible to make process; in the later levels.

MEAN MACHINES 132







# STAGE 2 The ruined metropolis is devoid of

The ruined metropolis is devoid of people. However, the aliens have taken over and are at this moment building highways for their military supply transports.



# STAGE 4 The aliens have converted these

The aliens have converted these ancient ruins into a super hi-tech base. Also, look out for an underground enemy base marked by a mysterious symbol...





# **MEGADRIVE**











COMMENT

RELEASE DATE: TBA GAME DIFFICULTY: MEDIUM LIVES: 1-4 CONTINUES: 20 SKILL LEVELS: 3 RESPONSIVENESS: EXCELLENT







# First impression of Raiden Trad are



none too good. The sprites are poorly defined and lack variety. although the movement and scrolling is very smooth. However, once you get into the game, it's not at all bad. Shoot 'em ups are a very tired genre, but this game has a couple of features which raise it a few notches above the average blaster. The random power-ups dished out after the loss of a life

make progression through the more difficult stages much less frustrating, and the wealth of power-ups provide great satisfaction in their wide-spread destruction. There aren't many good up-screen shooters, and whilst this isn't an essential purchase, it's one which bored shoot em up fans should definitely consider.

# Standard options, but little else, In-game

presentation is reasonable.

Blurry sprites, and not many different enemies. Good scrolling and movement, though.

Groovy theme tunes and plenty of solid blasting noises.

Fast and responsive, and great fun to play.

Eight levels, plus a secret super-hard level at the end - plenty of lasting appeal there!

A very playable shoot 'em up which is short on originality, but provides a solid and enjoyable challenge nonetheless.





damage on the alien war machine.

# COMMENT On the surface, Raiden Trad



doesn't look like it's got anything to save it from sinking without trace into the sea of Megadrive shoot 'em ups. There are only two main weapons and two supplementary weapons, and the graphics and sound are hardly

Earth-shattering. However, it does have two things going for it: playability and challenge. It's a JULIAN pretty tough game, and the way the

weapons work is neat - whizzing around with a fully-tooled weapon gives much mindless blasting entertainment. The last mystery level is absolutely rock, and it takes a lot of practice to get all the way through the game. If you haven't already had your fill of up-the-screen blasters, this is well worth checking out.



ment

This enemy fortress is under construction at the front line of the battle. Neither offensive or defensive system are at full power. Destroy it now, at its weakest





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AFTERBURNER II	26.99	PHANTASY STAR III	37.99	BASKETBALL NIGHTMARE		RAMBO III	23.0
ALIEN STORM	26.99	POPULOUS3	30.99	BACK TO THE FUTURE 2		RAMPAGE	22.0
ARNOLD PALMER GOLF	26.99	DAMBO III	24 99	BATTLE OUTRUN	23.99	RASTAN	23.0
BACK TO FUTURE III	29.99	REVENGE OF SHINOBI 2 RINGS OF POWER 3	26.99	BUBBLE BOBBLE	23.99	* RUNNING BATTLE	23.0
BATTLE SQUADRON	30.99	* RINGS OF POWER3	32.99	* BONANZA BROTHERS	24.99	HUNNING BATTLE	24.9
BONANZA BROTHERS	29.99	ROAD RASH	30.99	CALIFORNIA GAMES	23.99	* SHADOW OF BEAST	26.9
* BUCK ROGERS	29.99	SHADOW DANCER2	26.99	CASINO GAMES	23.99	* SHADOW DANCER	24.5
BUDOKAN	30.99	* SHADOW OF THE BEAST3 * SHINING IN THE DARKNESS 3	30.99	CHASE HQ	23.99	SLAP SHOT	24.9
CENTURIAN	30.99	SHINING IN THE DAHKNESS.3	32.99	CHESS	20.00	* SONIC THE HEDGEHOG	27.5
CRACK DOWN	20.99	SONIC HEDGEHOG	30.99	DOUBLE DRAGON	24 00	* SPEEDBALL	24.9
DARK CASTLES DECAPATTACK	30.99	* SPEEDBALL 2 2 SPIDERMAN 3 STARFLIGHT 3	29.99	* DRAGON CRYSTAL		SPELLCASTER	24.9
DECAPATTACK	29.99	CTADE IOUT	20.00			SPIDERMAN	24.1
DICK TRACY	30.99	STREETS OF RAGE	20.00	* DUCK TALES	24.99	SUBMARINE ATTACK	24
DYNAMITE DUKE	26.99	STRIDER	34.99	*FLINTSTONES	24.99	SUMMER GAMES	24.1
E.A.HOCKEY	30.99	STRIDER 3	26.99	GAUNTLET	23.99	SUPER MONACO GP	27.1
* FZZ INTERCEPTOR	20.00	SUPER LEAGUE BASEBALL 2	26.99	*G-LOC	24.99	TENNIS ACE	24
		SLIPER MONACO GP 2	26.99	GOLDEN AXE WARRIOR	24.99	THE FLINTSTONES	24
FAERY TALE FANTASIA FATEL LABYRINTH FLICKY FORGOTTEN WORLDS GAIN GROUND GHOSTBUSTERS	30.99	SUPER REAL BASKETBALL	26.99	GOLFMANIA		THUNDERBLADE	24
FANTASIA	30.99	SUPER THUNDERBLADE	26.99	HEAVYWEIGHT CHAMP	10.00	TIME SOLDIERS	04
FATEL LABYRINTH	24.99	SWORD OF SODAN	30.99	*HEROES OF THE LANCE		ULTIMA 4	29.
FLICKY	24.99	SWORD OF VERMILLION 5	37.99	INDIANA JONES		ULTIMA 4	30.
FORGOTTEN WORLDS	26.99	* THE IMMORTAL	30.99	JO MONTANA FOOTBALL		VIGILANTE	24.
GAIN GROUND	26.99	THUNDERFORCE II	26.99			WONDERBOY III	24.
GHOSTBUSTERS	26.99			*KLAX	24.99	WORLD CUP ITALIA 90	19.
GHOULS N GHOSTS	34.99	TRUXTON STWIN HAWK WORLD CUP ITALIA 90	36.99	*LAZER GHOST		WORLD GAMES	19.
GOLDEN AXE	26.99	TWIN HAWK	26.99	LEADERBOARD		WORLD SOCCER	
* KILLING GAME SHOW	30.99	WORLD CUP ITALIA 90	24.99	* LINE OF FIRE	24.99	* XENON II	24
KINGS BOUNTY	26.99	WRESTLE WAR	30.99	MICKEY MOUSE	26.99	Y'S THE OMEN	27
LAKERS VS CELTIC	30.99	* XENON II	30.99	MOONWALKER	24 99	ZILLION	19
LAST BATTLE	20.99	ZOOM	32.99			ZILLION II	19
GAMEBOY		GAMEBOY		GAMEBOY		SEGA GAMEGEAR	
		FURNIT			19.99		
CAMEBOY + TETRIS	65.99		19.99	PAPERBOY			
GAMEBOY + TETRIS	65.99	FORTESS OF FEAR	19.99		19.99	GAMEGEAR	89.
ALLEY WAY	16.99	FORTESS OF FEAR	19.99	PENGUIN WARS	19.99		
ALLEY WAY	16.99	GARGOYLES QUEST	19.99	PIPEDREAM PLAY ACTION FOOTBALL	19.99 19.99	GAMEGEAR	
ALLEY WAY	16.99 16.99 17.99	GARGOYLES QUEST	19.99 19.99	PIPEDREAM	19.99 19.99 19.99	COLUMNS	16
ALLEY WAY	16.99 16.99 17.99	GARGOYLES QUEST	19.99 19.99 19.99	PENGUIN WARS PIPEDREAM PLAY ACTION FOOTBALL POWER MISSION POWER RACER.	19.99 19.99 19.99 19.99	* DONALD DUCK	16.
GAMEBOY + TETRIS ALLEY WAY AMAZING PENGUIN BALLOON KID BASES LOADED BATMAN	16.99 16.99 17.99 19.99	FORTESS OF FEAR. GARGOYLES QUEST. GO GO TANK. GOLF. GREMLINS 2	19.99 19.99 19.99 19.99	PENGUIN WARS. PIPEDREAM. PLAY ACTION FOOTBALL POWER MISSION. POWER RACER. PRINCESS BLOBETTE.	19.99 19.99 19.99 19.99 19.99	* DONALD DUCK	16.
ALLEY WAY  AMAZING PENGUIN  BALLOON KID  BASES LOADED  BATMAN  BATTLE BULL	16.99 16.99 17.99 19.99 19.99	FORTESS OF FEAR. GARGOYLES QUEST. GO GO TANK. GOLF. GREMLINS 2. HAL WRESTLING.	19.99 19.99 19.99 19.99 19.99	PENGUIN WARS. PIPEDREAM. PLAY ACTION FOOTBALL. POWER MISSION. POWER RACER. PRINCESS BLOBETTE PRO WRESTLING.	19.99 19.99 19.99 19.99 19.99 19.99	* DONALD DUCKDRAGON CRYSTAL	19.
ALLEY WAY  AMAZING PENGUIN  BALLOON KID  BASES LOADED  BATMAN  BATTLE BULL	16.99 16.99 17.99 19.99 19.99	FORTESS OF FEAR GARGOYLES QUEST. GO GO TANK. GOLF. GREMLINS 2. HAL WRESTLING	19.99 19.99 19.99 19.99 19.99 19.99	PENGUIN WARS. PIPEDREAM. PLAY ACTION FOOTBALL. POWER MISSION. POWER RACER. PRINCESS BLOBETTE PRO WRESTLING.	19.99 19.99 19.99 19.99 19.99 19.99	* DONALD DUCK	19.
ALLEY WAY  AMAZING PENGUIN  BALLOON KID  BASES LOADED  BATMAN  BATTLE BULL  BATTLE UNIT ZEOTH	16.99 16.99 17.99 19.99 19.99 19.99	FORTESS OF FEAR. GARGOYLES QUEST. GO GO TANK. GOLF. GREMLINS 2. HAL WRESTLING. HARMONY. HATRIS.	19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99	PENGUIN WARS PIPEDREAM. PLAY ACTION FOOTBALL POWER MISSION POWER RACER PRINCESS BLOBETTE PRO WRESTLING. PUNISHER	19.99 19.99 19.99 19.99 19.99 19.99 22.99	* DONALD DUCK	19.
ALLEY WAY AMAZING PENGUIN BALLOON KID BASES LOADED BATMAN BATTLE BULL BATTLE UNIT ZEOTH BETTLE JUICE	16.99 17.99 19.99 19.99 19.99 19.99	FORTESS OF FEAR GARGOYLES QUEST GO GO TANK GOLF GREMLINS 2 HAL WRESTLING HARMONY HATRIS	19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99	PENGUIN WARS PIPEDREAM. PLAY ACTON FOOTBALL. POWER MISSION POWER RACER. PRINCESS BLOBETTE PRO WRESTLING. PLINISHER. QIX. QUARTH	19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99	COLUMNS	19.
ALLEY WAY AMAZING PENGUIN BALLOON KID BASES LOADED BATMAN BATTLE BULL BATTLE UNIT ZEOTH BEETLE JUICE BOXXLE	16.99 17.99 19.99 19.99 19.99 19.99 19.99 17.99	FORTESS OF FEAR QARGOYLES QUEST. GO GO TANK GOLF. GREMLINS 2. HAL WRESTLING. HARMONY. HATRIS. HEINKYO ALIEN. HUNT FOR RED OCTOBER.	19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 24.99	PENGUIN WARS PIPEDREAM PLAY ACTION FOOTBALL POWER RISSION POWER RACER PRINCESS BLOBETTE PRO WRESTLING UK QUARTH RADAR MISSIK Y	19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 19.99	COLUMNS	19.
ALLEY WAY AMAZING PENGUIN BALLOON KID BASES LOADED BATTMAN BATTLE BULL BATTLE BULL BETTLE JUICE BOXXLE BUSBLE BOOBBLE	16.99 16.99 17.99 19.99 19.99 19.99 19.99 19.99 17.99	FORTESS OF FEAR QARGOYLES QUEST. GO GO TANK GOLF. GREMLINS 2. HAL WRESTLING HARMONY. HATRIS. HEINKYO ALIEN HUNT FOR RED OCTOBER. HYPER LOOF RUNNER	19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 24.99 19.99	PENGUIN WARS PIPEDREAM PLAY ACTON FOOTBALL POWER MISSION POWER RACER PRINCESS BLOBETTE PRO WRESTLING PUNISHER GIX. QUARTH RADAR MISSIC Y RATYPE	19.99 19.99 19.99 19.99 19.99 19.99 22.99 22.99 19.99 19.99 22.99	COLUMNS  * DONALD DUCK  DRAGON CRYSTAL  * FACTORY PANIC  * FROGGER  G-LOC	1919191619.
ALLEY WAY  AMAZING PENGUIN  BASES LOADED  BASES LOADED  BATTLE BULL  BATTLE UNIT ZEOTH  BEETLE JUNCE  BOXXLE  BUBBLE BOBBLE  BUBBLE GHOST	16.99 16.99 17.99 19.99 19.99 19.99 19.99 17.99 19.99 19.99	FORTESS OF FEAR GARGOYLES GUEST GO GO TANK GOLF GOLF GREMLINS 2 HAL WRESTLING HARMONY HATRIS HEINKYO ALIEN HUNT FOR RED OCTOBER. HYPER LODE FILINNER IN YOUR FACE.	19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 24.99 19.99	PENGUIN WARS PIPEDREAM PLAY ACTON FOOTBALL POWER MISSION POWER RACER PRINCESS BLOBETTE PRO WRESTLING PUNISHER GIX. QUARTH RADAR MISSIC Y RATYPE	19.99 19.99 19.99 19.99 19.99 19.99 22.99 22.99 19.99 19.99 22.99	COLUMNS  * DONALD DUCK  DRAGON CRYSTAL  * FACTORY PANIC  * FROGGER  G-LOC	1919191619.
ALLEY WAY AMAZING PENGUIN BALLOON KID BASES LOADED BATTMAN BATTHE BULL BATTHE BULL BETTLE JUICE BOXXLE BUBBLE BOBBLE BUBBLE GHOST BUSS BUNNY	16.99 16.99 17.99 19.99 19.99 19.99 19.99 17.99 19.99 19.99 19.99	FORTESS OF FEAR GARGOYLES QUEST GO GO TANK GOLF GOLF GAEWLINS 2. HAL WRESTLING HARMONY HATRIS HUNT FOR RED OCTOBER IN YOUR FACE SHIDO SHID	19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 24.99 19.99 19.99	PENGUIN WARS PIPEOREAM PLAY ACTION FOOTBALL POWER MISSION POWER RACER PRINCESS BLOBETTE PRO WRESTLING PUNISHER OIX QUARTH RADAR MISSIC Y R. TYPE ROLANDS CURSE REVENGE OF THE GATOR.	19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 19.99 22.99 19.99 19.99	COLUMNS  DONALD DUCK	1919191619.
ALLEY WAY AMAZING PENGUIN BALLOON KID BALLOON KID BATHAM BATHE BULL BATHAM BETHE BULL BEETHE JUICE BOXXLE BUBBLE BOBBLE BUBBLE GHOST BUSS BUNNY BUGS BUNNY 2	16.99 16.99 17.99 19.99 19.99 19.99 19.99 17.99 19.99 19.99 19.99	FORTESS OF FEAR GARGOYLES OUEST OO GO TAWK OOLF GREWLINS 2 HAL WRESTLING HARMONY HATRIS HENRYO ALIEN HUNT FOR RED OCTOBER HYPER LODE RUNNER IN YOUR FACE SHIDO JEOPARDY JEOPARDY	19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 24.99 19.99 19.99 19.99	PENGUIN WARS PIPEDREAM PLAY ACTION FOOTBALL POWER MISSION POWER RACER PROCESS IS LOGETTE PRO WRIESTLING PUNISHER OUARTH RADAR MISSIC N R-TYPE ROLANDS CURSE REVENDE OF THE GATOR. ROBOCOP	19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 22.99 19.99 22.99 19.99 19.99 19.99 19.99 19.99	COLUMNS  * DONALD DUCK  DRAGON CRYSTAL  * FACTORY PANIC  * FROGGER  G-LOC	1919191619.
ALLEY WAY AMAZING PENGUIN BALLOON KID BASES LOADED BATTMAN BATTIE BULL BATTIE UNIT ZEOTH BEETLE JUNCE BOXXLE BUBBLE BOBBLE BUBBLE GHOST BUAS BUINNY	16.99 16.99 17.99 19.99 19.99 19.99 19.99 17.99 19.99 19.99 19.99 19.99 19.99	FORTESS OF FEAR GARGOYLES OUEST OO GO TAWK OOLF GREWLINS 2 HAL WRESTLING HARMONY HATRIS HENRYO ALIEN HUNT FOR RED OCTOBER HYPER LODE RUNNER IN YOUR FACE SHIDO JEOPARDY JEOPARDY	19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 24.99 19.99 19.99 19.99	PENGUIN WARS PIPEOREAM PLAY ACTION FOOTBALL POWER MISSION POWER RACER PRINCESS BLOBETTE PRO WRESTLING PUNISHER OIX QUARTH RADAR MISSIC V R. TYPE ROLANDS CURSE REVENGE OF THE GATOR ROBOCOP SHANGHAI	19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 19.99 22.99 19.99 19.99 19.99 19.99 19.99	COLUMNS	16. 19. 19. 16. 19.
ALLEY WAY  AMAZING PENGUN BALLOON KID BALLOON KID BASES LOADED. BATMAN BATTLE BULL BATTLE BULL BEETLE JUNCE BOXXXLE BUSBLE GHOST BUSBLE GHOST BUSB BUNNY BUSB BUNNY BUSB BUNNY 2 BURDE FIRST BELLIXE BURDE FIRST DELUXE BURDE FIRST DELUXE	16.99 16.99 17.99 19.99 19.99 19.99 19.99 17.99 19.99 19.99 17.99 19.99 19.99 19.99 19.99 19.99	FORTESS OF FEAR GARGOYLES QUEST OO GO TANK GOLF GREWLINS 2 HALL WRIS Z HALL WRIS Z HALL WRIS Z HATTING	19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 24.99 19.99 19.99 19.99	PENGUIN WARS PIPEOREAM PLAY ACTION FOOTBALL POWER MISSION POWER RACER PRINCESS BLOBETTE PRO WRESTLING PUNISHER OIX QUARTH RADAR MISSIC V R. TYPE ROLANDS CURSE REVENGE OF THE GATOR ROBOCOP SHANGHAI	19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 19.99 22.99 19.99 19.99 19.99 19.99 19.99	COLUMNS  DONALD DUCK	16. 19. 19. 16. 19.
ALLEY WAY  MANZING PENGUN  BALLOON KID  BASES LOADED.  BATHAN  BATTLE BULL  BATTLE LIMIT ZEOTH  BETTLE JUNE  BOXOLE  BOXOLE  BURBLE BOBBLE  BURBLE GHOST  BUSS BURNY  BURG BURNY  BURG BURNY  BURGET BURNE  B	16.99 16.99 17.99 19.99 19.99 19.99 19.99 17.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	FORTESS OF FEAR GARGOVIES OUEST GO GO TANK GOOF GOOF HAW WRESTLING HARMONY HATRIS HENRYO ALEN HUNT FOR RED OCTOBER HYPER LODE RUNNER IN YOUR FACE SHIDO JEOPARDY LY KING FUNATER	19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 24.99 19.99 19.99 19.99 19.99 19.99	PENGUIN WAIS PIPEDRIEAM PLAY ACTION FOOTBALL POWER MISSION POWER MISSION POWER MACER PINICESS BLOBETTE PIN WRESTING POMISHER QUA RADAR MISSIC RADAR MISSIC REVENSE OF THE GATOR ROBOCOP SHANGHAI SIDE POOKET		COLUMNS	1619191619
ALLEY WAY  MANZING PENGUIN  BALLOON KID  BASES LOADED.  BATMAN  BATTLE BULL  BATTLE BULL  BATTLE BULL  BEETLE JUICE  BOXXLE  BUSBLE GHOST  BUSBLE  CESSARS PALACE  CASTLEVANA	16.99 16.99 17.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	FORTESS OF FEAR GARGOYLES QUEST OO GO TANK OOLF GREWLINS 2 HALL WRESTLING HARMONY HATRIS HENNYO ALIEN HUNT FOR RED OOTOBER HYPER LOGE FUNNER SHOOL JEOPARDY LIED SHOOL KALK KUNS FU MASTERS KWIRK KWIRK KWIRK KWIRK KWIRK KWIRK KWIRK KURS FU MASTERS	19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 24.99 19.99 19.99 19.99 19.99 19.99 19.99	PENGUIN WAIS PPEDIERAM PPEDIERAM PPEDIERAM POOTBAL POWER NUSION POWER NUSION POWER NUSION PROWERS SILOBETTE PRO WREST.NG PAURISHER QUA RIT RUMAN R	19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 22.99 22.99	COLUMNS  DONALD DUCK DRAGON CRYSTAL  FACTORY PANIC  FROGGER G-LOC  GOLDEN AXE  JOE MONTANA FCOTBALL  LEADERBOARD	16. 19. 19. 16. 19. 19.
ALLEY WAY  AMAZING PENGUIN  BALLOON KID  BALLOON KID  BASES LOADED.  BATMAN  BATTLE BULL  BATTLE BULL  BATTLE BULL  BOOKLE  BOOKLE  BOOKLE  BUBBLE GHOST  BUBBLE  CESSABS PALAGE  CASTLEVANIA	16.99 16.99 17.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	FORTIES OF FEAR  QUARGOVILES OF TEAR  QUARGOVILES OF TEAR  QUARGOVILES OF TEAR  AND THE  AND THE TEAR  AND THE  AND TH	19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	PENGUIN WAIS PPEDIERAM PPEDIERAM PPEDIERAM POOTBAL POWER NUSION POWER NUSION POWER NUSION PROWERS SILOBETTE PRO WREST.NG PAURISHER QUA RIT RUMAN R	19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 22.99 22.99	COLUMNS  DONALD DUCK DRAGON CRYSTAL  FACTORY PANIC  FROGGER G-LOC  GOLDEN AXE  JOE MONTANA FCOTBALL  LEADERBOARD	16. 19. 19. 16. 19. 19.
ALLEY WAY  AMAZING PENGUN BALCON KID BALCON KID BALCON KID BATE BULL BATTLE BULL BATTLE LIWIT ZEOTH BEETTE JUICE BOXICE BOXICE BURBLE BOBBLE BURBLE GHOST BUSB BURBNY BUGB BURBNY BURGBETRE DELUXE BURDD FIGHTER DELUXE CESSARIS PALACE CASTLEVANIA CHASE HO.	16.99 16.99 17.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	FORTESS OF FEAR QAGOVIESS OF FEAR QAGOVIESS OURST QAGOVIESS OURST QAGOVIESS HAL WRESTLING HAMMONY HATRIS HAND FOR RED OCTOBER HAND FOR RED BHIDD SHIDD KLAX KANG FU MASTERS KWINK KANG FU MASTERS KWINK KOOF GAGE LOOPE	19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 24.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	PENGUN WAISP PENGUN WAISP POW SCHOOL FOOTBALL POWER MISSION POWER RACE, PRIOWESS BLOBETTE PRIO WRESTING PRIO WREST	19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 22.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 22.99 22.99	COLUMNS  OONALD DUCK DRAGON CRYSTAL  FACTORY PANIC  FROGGER  G-LOC  GOLOEN AXE  JOE MONTANA FOOTBALL  LEADERBOARD  MICKEY MOUSE	16191916191619
ALLEY WAY  AMAZING PENGUIN  BALLOON KID  BALLOON KID  BASES LOADED.  BATMAN  BATTLE BULL  BATTLE BULL  BATTLE BULL  BEETLE JUICE  BOXDUE  BOSDUE  BUBBLE GHOST  BUBBLE GHOST  BUBBLE GHOST  BUBBLE BURS BUMPY  CESSARS PALAGE  CASTLEVANA  CHASE HO  CHESSARS FALAGE  CHASE HO  CHESSARSTER	16.99 16.99 17.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	FORTESS OF FEAR  QUARGOVERS OF FEAR  OUT THAN  OUT THAN  OUT THAN  OUT THAN  HINT FOR RED OCTOBER  HYPER LODE RUNNER  IN YOUR FARE  SHOD  KALX  KIAN OF UMASTERS  NOWIK  KIAN OF HASE  LOOK OF HASE  L	19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 24.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	PENGUIN WAIS PPEDIERA PPEDIERA PPEDIERA POMER ALGER PRINCESS BLOBETE PRO WRESTLING PLAISHER GUARTH PLAISHER GUARTH RUSHONS GURSE ROUNDS ROU		COLUMNS  DONALD DUCK DRAGON CRYSTAL  FACTORY PANIC  FROGGER G-LOC  GOLDEN AXE  JOE MONTANA FCOTBALL  LEADERBOARD	16191916191619
ALLEY WAY  MANZING PENGUN  BALLOON KID  BASES LOADED  BATMAN  BATTLE BULL  BATTLE BULL  BATTLE BULL  BATTLE BULL  BUSDEL BOSBLE  BUSBLE GHOST  BUSBLE GHOST  BUSB BUSBLE  BUSBLE BUSBLE  BUSBLE BUSBLE  BUSBLE BUSBLE  BUSBLE	16.99 16.99 17.99 19.99 19.99 19.99 17.99 19.99 17.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	FORTESS OF FEAR  QUARSOVILES OF FEAR  OOLF, TANK  OOLF, TANK  OOLF, TANK  OOLF, TANK  OOLF, TANK  HARRING, TANK  HEARYON, ALEN  HARRING, TANK  HEARYON, ALEN  HOPEN, LOGE RUMBER  BEHOD  JECKARDY  KANA  KANA  LOOK NO FUNSE  LOOK NO F	19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 24.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	PENGUN WAIS PENGUN WAIS PENGUN WAIS POOTBALL POWER AUGE POWER AUGE PRINCESS BLOBETTE PRO WRESTLING PLANSHER QUARTH RADAR MISSIX N R-TYPE ROLANDS CURSE REVENEE OF THE GATOR SHANGH SIGHT OF THE GATOR SHANGH	19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99	COLUMNS  DONALD DUCK DRAGON CRYSTAL  FROGGER G-LOC  GOLDEN AXE  JOE MONTANA FOOTBALL  LEADERBOARD MICKEY MOUSE  'NINJA GAIDEN	161919191619191919191919191919191919
ALLEY WAY  AMAZING PENGUIN BALLOON KID BALLOON KID BALSOON KID BATROM BATROM BATROM BATROM BATROM BATROM BBATTLE UNIT ZEOTH BEETE JUICE BOXOCLE BURBLE GOBBLE BURBLE GOST BUSBLE GOST BUSBLE BORNY BUSBLE GOST BUS	16.99 16.99 17.99 19.99 19.99 19.99 17.99 19.99 17.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	FORTESS OF FEAR QUARGOVESS OF FEAR QUARGOVESS OURST QUARGOVESS OF TAME QUARGOVESS OF TAME QUARGOVESS OF TAME MATINES OF TAME M	19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 24.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	PENGUN WARS PENGUN WARS PLAY ACTION FOOTBALL POWER RACER PRINCESS BLOBETTE PRIO WRESTING OIX. OIX. OIX. OIX. OIX. OIX. OIX. OIX.	19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 22.99 19.99 22.99 19.99 22.99 19.99 19.99 19.99	COLUMNS  OONALD DUCK DRAGON CRYSTAL  FACTORY PANIC  FROGGER  G-LOC  GOLOEN AXE  JOE MONTANA FOOTBALL  LEADERBOARD  MICKEY MOUSE	161919191619191919191919191919191919
ALLEY WAY  AMAZINO PENGUN  BALLOON KO  BATURA WO BE  BATTUR BULL  BATTUR BULL  BATTUR BULL  BATTUR GONCE  BOXCLE  BOXCLE  BOXCLE  BUSBLE GHOST  BUSB BUSBLE  BUSB BUSBY  BUSB BUSBY  CLASSARS PALACE  CLASSARS PAL	16.99 16.99 17.99 19.99	FORTESS OF FEAR  QUARDOVLES OF SEAR  OOLF  OOLF  HAL WIESTLING  HAMMON  HERNYO ALEN  HERNYO ALEN  HERNYO ALEN  LOOF RUNNER  SY VOMF FACE  LOOF RUNNER  SO TO SEAR  LOOF RUNNER  MANUS MASTERS  LOOF RUNNER  MANUS MASTERS  MANUS MASTERS  LOOF RUNNER  MANUS MASTERS  LOOF RUNNER  MANUS MISSON  MICKEY MOUSE 2	19.99 19.99 19.99 19.99 19.99 19.99 24.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	PENGUIN WAISS PENGUIN WAISS PAY ACTION FOOTBALL POWER RAGES PENGUER RAGE PENGUER RA	19.99 19.99	COLUMNS  ODNALD DUCK DRAGON CRYSTAL  FACTORY PANIC  FROGGER G-LOC  GOLDEN AXE  JOE MONTANA FOOTBALL  LEADERBOARD MICKEY MOUSE  NINJA GAIDEN  OUTRUN.	1619191919191919191919191919191919
ALLEY WAY  ANAZYMO PERGUN BALLOON KO BARSES LONDED BATMAN BATTLE UNIT ZEOTH BEETLE JUNZE BOOXCUE BURBLE HOSTE	16.99 16.99 17.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	FORTESS OF FEAR QUARDOVILES OF FEAR QUARDOVILES OF FEAR OOLEN HAL WIRESTLING HATTISS HEARTO ALEN HANT FOR RED OCTOBER HANT FOR	19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 24.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	PENGUN WANS PAY ACTION FOOTBALL POWER NAGE POWER PAGE POWER THE PO	19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 22.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	COLUMNS  ODNALD DUCK DRAGON CRYSTAL  FACTORY PANIC  FROGGER  G-LOC  GOLDEN AXE  JOE MONTANA  FOOTBALL  *LEADERBOARD  MICKEY MOUSE  *NINJA GAIDEN  OUTRUN.  *PENGO.	161919191619191919191919
ALLEY WAY  AMAZYMIC PROGUIN BALLOON MO BASES LONGED BARTE BUL BATTE BUL BATTE BUL BATTE BUL BOOKE BOOK	16.99 16.99 17.99 19.99	FORTESS OF FEAR  ONCE.	19.99 19.99	PSICLIAN WAS A PROPERTY OF THE	19.99 19.99	COLUMNS  ODNALD DUCK DRAGON CRYSTAL  FACTORY PANIC  FROGGER  G-LOC  GOLDEN AXE  JOE MONTANA  FOOTBALL  *LEADERBOARD  MICKEY MOUSE  *NINJA GAIDEN  OUTRUN.  *PENGO.	161919191619191919191919191919191919
ALLEY WAY  MAZPING PERGUN BALCON RO BALCON RO BATTE BUL BATTE BUL BATTE BUL BETTE JUCE BURBLE PORBLE BURBLE	16.99 16.99 17.99 19.99	FORTESS OF FEAR  QUARDOVLES OF FEAR  OOLF, TOWN  OOLF, TOWN  OOLF, TOWN  OOLF, TOWN  HAWRING TOWN  HEAVING ALEN  HENRY OALEN  HENRY OALEN  HENRY OALEN  HOTER RED OCTOBER  HYPER LOGE RUNNER  BEHIND  TOWN  HOTER RED OCTOBER  LOOPE LUNNER  SENDO  TOWN  MENDENNY FORD  MONTH TOWN  MONTH TO	19.99 19.99	PRICALIN WARS  APPLAY ACTION FOOTBALL POWER BACKET POWER	19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	COLUMNS  * DOWALD DUCK. DRAGON CRYSTAL.  * FACTORY PANIC.  * FROGGER  GLOC.  * GOLDEN AXE.  * JOE MONTAVA.  * LEADERBOARD.  MICKEY MOUSE.  * NINIA CAIDEN.  * OUTRUN.  * OUTRUN.	1619191619
ALLEY WAY  AMAZYMA PERGUIN  BALCON MO  BATTER BALL  BATTER BALL  BATTER BALL  BOXOLE	16.99 16.99 17.99 19.99 19.99 19.99 19.99 17.99 19.99 17.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 24.99 24.99	FORTESS OF FEAR  QUARDOVLES OF EAST  OOLE TO THAT  OOLE TO THAT  HERET UP  HAT WISET UP  HERET OALEN  HERET OALEN  HERET OALEN  HERET OALEN  HERET OALEN  HOWER TO THE TO	19.99 19.99	PSICLIA WAYS  APA ACTOR FOOTBALL POWER MASSIN POWER MASSIN POWER MASSIN PARAMETER PRO WIRST NA PARAMETER PRO NA PARAMETER	19.90 19.90	COLUMNS  ODNALD DUCK DRAGON CRYSTAL  FACTORY PANIC  FROGGER  G-LOC  GOLDEN AXE  JOE MONTANA  FOOTBALL  *LEADERBOARD  MICKEY MOUSE  *NINJA GAIDEN  OUTRUN.  *PENGO.	1619191619
ALLEY WAY  AMAZYMA PERGUIN  BALCON MO  BATTER BALL  BATTER BALL  BATTER BALL  BOXOLE	16.99 16.99 17.99 19.99 19.99 19.99 19.99 17.99 19.99 17.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 24.99 24.99	FORTESS OF FEAR  QUARDOVLES OF EAST  OOLE TO THAT  OOLE TO THAT  HERET UP  HAT WISET UP  HERET OALEN  HERET OALEN  HERET OALEN  HERET OALEN  HERET OALEN  HOWER TO THE TO	19.99 19.99	PRICELY WAYS  PRICE TO THE	19.90 19.90 19.90 19.90 19.90 19.90 19.90 22.90 19.90	COLUMNS  *OOKALD DUCK DRAGON CRYSTAL  *FACTORY PANIC  *FACTORY PANIC  *FACORER  G-LOC  *OOLDEN AXE  *OOLDEN AXE  *OOLDEN AXE  *OOK MONTANA  FOOTBALL  *LEADERBOARD  MICKEY MOUSE  *NINLA GAIDEN  *OUTRUN.  *PENOO.  PSYCHIC WORLD.  *PSYCHIC WORLD.	1619
ALLEY WAY  AMAZYONG FERGUN  BARCES LOADED  BATTLE BULL  BATTLE BULL  BATTLE BULL  BATTLE BULL  BATTLE BULL	16.99 16.99 17.99 19.99	FORTESS OF FEAR  OWNOWING DUEST  OOLF  OOL	19.99 19.99	PRICELLA WARDS  PRICE AND A CHOICE FOR THE PRICE AND A CHO	19.90 19.90	COLUMNS  * DOWALD DUCK. DRAGON CRYSTAL.  * FACTORY PANIC.  * FROGGER  GLOC.  * GOLDEN AXE.  * JOE MONTAVA.  * LEADERBOARD.  MICKEY MOUSE.  * NINIA CAIDEN.  * OUTRUN.  * OUTRUN.	1619
ALLEY WAY  MAZENG PERGUIN  BALCON MO  BATTE BUN  BATTE BUN  BERTE UNT ZEOTH  BERTE UND	16.99 16.99 17.99 19.99 19.99 19.99 17.99 17.99 19.99 17.99 19.99	FORTESS OF FEAR  QUARDOVLES OF FEAR  OOF, TOWN  OOF, TOWN  OOF, TOWN  OOF, TOWN  OOF, TOWN  HATTISS  HEARYO ALEN  HANT FOR RED OCTOBER  IN YOUR FACE  SHIDO  JECKRADY  JECKRADY  JECKRADY  JECKRADY  JECKRADY  JECKRADY  JECKRADY  MANUASTERS  NOWIR  MANUASTERS  NOWIR  MANUASTERS  NOWIR  MANUASTERS  NOWIR  MANUASTERS  NOWIR  MANUASTERS  NOWIR  MEDICHANY FORCE  MOCRY MOUSEY  MYSTERM  NEMESIS	19.99 19.99 19.99 19.99 19.99 19.99 19.99 24.99 19.99 24.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99 19.99	PRICELLA WARDS  PRICE AND A CHOICE FOR THE PRICE AND A CHO	19.90 19.90	COLUMNS  *OONALD DUCK DRAGON CRYSTAL  *FACTORY PANIC  *FROGGER  GLOC  *OOLDEN AXE  *JOE MONTANA  FOOTBALL  *LEADERBOARD  *NINLA GAIDEN  *OUTRIN.  *PENGO  PSYCHE WORLD.  PSYCHE WORLD.  SHINOBL	161919191919191919191919191919191919
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ALLEY WAY  MAZENG PERGUIN  BALCON MO  BATTE BUN  BATTE BUN  BERTE UNT ZEOTH  BERTE UND	16.99 16.99 17.99 19.99 24.99 19.99 24.99 24.99 24.99 24.99	FORTESS OF FEAR  QUARGOVERS OF FEAR  OOLF, TOWN  OOLF, TOWN  OOLF, TOWN  OOLF, TOWN  HERSTLING  HERSTON ALEN  HENRY OALEN  HENRY OALEN  HENRY OALEN  HENRY OALEN  LOOF RUNNER  SEHDO  TOWN  TOWN	19.99 19.99 19.99 19.99 19.99 19.99 22.99 19.99 24.99 19.99	PRICELLA WARDS  PRICE AND A CHOICE FOR THE PRICE AND A CHO	19 99 19 99	COLUMNS  *OONALD DUCK DRAGON CRYSTAL  *FACTORY PANIC  *FROGGER  GLOC  *OOLDEN AXE  *JOE MONTANA  FOOTBALL  *LEADERBOARD  *NINLA GAIDEN  *OUTRIN.  *PENGO  PSYCHE WORLD.  PSYCHE WORLD.  SHINOBL	16.1 19.1 19.1 19.1 19.1 19.1 19.1 19.1





## ggman alert! In a deal that shocked

environmentalists everywhere, vile Dr Eggman has bought up a load of land just so he can capture its small furry inhabitants, brainwash them and put them inside his rocket-powered Cyberfauna suits. With his army of armoured animals. Ecoman plans to terrorise the people of the world until they relent and promise to pay him lots of money.

Sonic, being a speedy blighter, is the hedgehog that got away. Now, of course, he's resolved to free his forest buddies by doing over Eggman and he has to leg it through six hazardous zones, each made up of three scrolling areas.

The landscape is packed with platform-type puzzles and territying terrain! Not only that - Eggman has dispatched his robot-like forces to

destroy Sonic before he can catch up with him! Luckily, Sonic is a powerhouse of athletic ability, and he can protect himself by curling into a ball and somersaulting into any enemies, skewering them on his spines!

To protect him still further, Sonic has to collect the power rings which are scattered throughout the landscape. If he bumps into an enemy the rings will protect him, but the collision makes him drop all those he was carrying. If Sonic stays out of trouble, every ring he gets to the end of the level earns him 100 points, and if he has over 50, he is instantly warped to the weirdo bonus game!



A Sonic curls up into a prickly ball, ready to do battle or something.

All manner of goodies are secreted around the leve of Sonic the Hedgehog - all of them contained in bizarre television-like containers. Look out for bonus rings, lives, shields and continues. Perhaps the most spectacular of all are the super-sonic trainers. Collect these and Sonic's top-speed seems to hit almost light speed velocity!



# GEHOG

An underground level

A Sonic receives a nasty surprise.

A shielded Sonic can absort

greets Sonic.



## COMMENT

certainty gives your brain ar optical treat - the backdro of spirites are truly exception speed of the game is another binding aspect as Sonic zoalong at a lick that almost p Megadrive version to sham Megadrive version of Sonic auffered for two reasons. Fil

RICH was rather easy to complete, and scendly the gampley was a tak a simplistic. Unfortunately, the Master System programmers haven it lightened up a tither of these aspects. The easieness could be put down to the fact that there's little in the way of enemy sprites to accost the cute hedgehog on his travels. But still, if a very difficult not to notice Sonic's addictive qualities and polished action, so check this out when it his the streets.

Those springs come in handy for reaching some of the higher platforms.

# EGG ON YOUR FACE

Dr Eggman arrives all the end of each level in his patented Egg marmobile ready to kick Sonic's prickly behind. After each detent, Egg man soups up his transport ready for the next controlation with Sonic. At the end of level one. Eggman just tries to ram the prickly hor level when the problem is mounted lesser cannons onto his whole - wikes!



That spring hurtles Sonic back.







A Those spikes are deadly to the touch.





# COMMENT



JULIAN the Sega programmers have produced a programmers have produced a programmers have produced a sea the smoothest, fastest acrolling ever seen on this machine and is packed full of new features, including new screen layouts, brilliant bonus screen have brilliant bonus screen have brilliant bonus and more hidden farms serven sand more hidden farms screen sand more hidden farms screen sand more hidden farms screen sand more hidden farms sands a saful or the Megadirev version, but it would have been inten to have a bit more point, but it would have been inten to have a bit more point, but it would have been inten to have a bit more point, but it would have been containty to back to it to see whether you missed anything and whether you can improve your score! Ask Santa to bring you a Copy...



# BONUS FRIVOLITY



In the Megadrive game, Sonio was sent into a massive spinning maze, where he earned an extra continue. In the 5 bit game the covered prize remains the same, but the bonus game is set inside a piphall-esque chamber, with the spiny one being sent spanging around an eight-way scrolling environment in search of that elusive continue lon!

Complete a level and Sonic's cute chums are

# THE MEGADRIVE FACTOR

Sonic certainty wowed the punters on the Megadrive when it was released this summer, going on to become one of the top-selling Megadrive games of a time! This Master System version is graphically similar, with excellent renditions of the 16-bit graphic. - and a stunning main sprite!



Ø1991 SEGA RV- GFCA

PRICE: £29.99

RELEASE DATE: NOVEMBER
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUES: BONUS
SKILL LEVELS: 1

SKILL LEVELS: 1 Responsiveness: Super-Sonic!







# PRESENTATION 71º

No options to tweak or anything, and only one decent attract screen.

RAPHICS 95%

Excellent! Stunning sprites and gorgeous backdrops - some of the best seen on the Master System.

The Sonic theme tunes grate after a wnile...

Sonic's easy to get into, with plenty of exciting platform action.

ASTARILITY 85%

It doesn't take ages to complete this super-sonic platform romp, but it's so much

fun you just keep on going back!

# VERALL 90%

A superb platform game for the Master System, that's just as much fun as its Megadrive counterpart.

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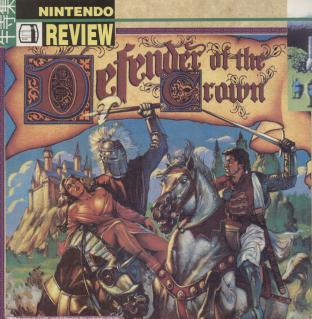
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The year is 1149, and following the untimely death of the monarch, England has been cast into a titlanic struggle for kingship. You are one of the six knights vying for the empty throne, using all your skil of leadership, jousting and swordplay to gain an advantage over your rivist.

advantage over your rivals. You and your royal army raid castles, conduct sieges, invade territories and hold tournaments in the hope of beningin about the fall of your enemies. First, you must raise an army, buy cataputs and master the strategies required to successfully conquer lands, whist defending your own. You have another when the properties of the properties of the advantage in the guite of Pfobin Hood, who comes to you cannot give the most per game, usually by using the cunning skills in neducing the amount of enemies to you army the properties of the properties of the the properties of properties of properties of properties of properties of properties properties of properties propertie

To win the game and become King (or Queen you're Gary), you also plan attack strategies and command your troops in the heat of battle. But be

# CONQUEST AHOY!

Mass combat is the most important aspect of Defender of the Crown. First, buy your troops - you choose from regular too solders, or fabbox knights, costing eight times as much!) Chooseing a territory to invade is your next task. After a quick march around the country, your troops reach the castle walls, where they bring out their cataputs in order to gain entrance. The greater the damage your war engine causes, the easier the final battle with the remaining guardst abuttle with the remaining guardst.





PILLAGE A VILLAGE

Raiding your opponents' castles is easy. It's just a matter of strolling in and killing every guard in the place single-handedly, with a dazzling display of

COMMEN'

of the Crown is quite good fun to play, you leave it wanting more.

enjoy it without getting bogged down, but there's just not enough to keep you entertained. The game is fairly challenging, but again, not really enough to make it good value for money. With the benefit of some additions like extra arcade

have been really good. As it stands, it's a fairly enjoyable, but ultimately unsatisfying game

▲ Swish! Chop! Ooh, mind my new blouse, you beast.



# **NINTENDO**



GAME DIFFICULTY: MEDIUM LIVES: 1 CONTINUES: 0 SKILL LEVELS: 1 Responsiveness: Poor







Great, with plenty of intermissions and static presentation screens.

Generally average, with reasonable sprites and mediocre backgrounds.

67%

Uninspiring tunes and effects.

# COMMENT

Defender of the Crown was one of Cinemaware's early releases, and although it was graphically spectacular, the playability was speciacular, the playability was speciacular, the playability was the special problem. Although the basic special problem. Although the problem. Although the problem special problem special problem special problem. Although the problem special problem special problem special problem. Although the problem special problem special problem special problem. Although the problem special problem special problem special problem special problem special problem. Although the problem special proble

# HAVE AT THEE

VARLET!

Holding a tournament is a good way to make a quick bit of cash. All you have to do is joust against and defeat three opponents, then beat them all about with your mace, and hey presto, dosh aplentyl

The simplistic nature of the game makes it easy to get into...

...and that's the problem. There just isn't enough to keep you entertained for long.

An interesting and original cartridge which sadly doesn't offer enough to make it worthwhile.



# **MEGADRIVE**

new terror has arisen to threaten the peaceful kingdom once protected by the three warriors Gilius Thunderhead, Ax Battler and Tyris Flare. The maniacal Dark Guld and his legions of doom are advancing to conquer the land and destroy its inhabitants. All looks grim for the world until the heroes come out of retirement and agree to once more risk their lives, defeat the new evil and make the world a safer place

Like its predecessor, Golden Axe II is a horizontally scrolling beat 'em up, boasting exciting moves, such as the rear somersault slash, new improved magic and a host of monstrous new opponents to slay. The action is spread over six levels, with an awesome guardian at the end of each

Can you (and a friend if you choose to battle nultaneously) beat the baddies and save the day?

# HERO PROFILES





The Amazon Tyris Flare is fantastic when it comes to utilizing her Fire magic, even going to the extent of summoning a huge dragon, which makes her useful when up against guardians, although her swordplay is





Gilius Thunderhead is the swarthy dwarf with the enormous chopper. His axe skills mean that he makes short work of most enemies, although when it comes to magic, his Earth powers just can't cut the mustard.





This muscle-bound Barbarian warrior goes under the civillised name of Ax Battler. He's just as nifty with his Hurricane magic as he is with his huge longsword, which makes him the best all-round choice.

MEAN MACHINES 142





The characters from Golden Axe have obviously been practicing their magic since their first adventure. This means that even level one magic is far more impressive. Good job too, because the benevolent pixies from the original game have disappeared, and been replaced by evil magicians who require a sound thrashing before they give up their prized magical



Mug these magic wizards and pinch their power-boosting books! Watch out though they fight back!









## **MEGADRIVE**

# REVIEW





### COMMENT

As a big fan of the original, I can only express my disappointment at this sequel. All the programmers have done is altered the graphics, changed the magic spells and given each player a new special move (none of which are any good). Otherwise it's exactly the same as the original. The gameplay's basically identical, the

dinosaurs are all very similar, the JULIAN music is worse, the baddles are killed using exactly the same tactics, the map layouts are surprisingly similar, and, to cap it all, it's not even as challenging as the original - I finished it on my first go! If you already own Golden Axe, Golden Axe II simply doesn't offer enough challenge or new features to be worth buying, and if you don't, buy the original game instead - it's far more fun.





# h Adder's minions were positively cheerful when

ared with the thralls of Dark Guld. Amongst his ng horde are trolls, warriors with razors for minotaurs, headless knights and lizard men These monstrosities arrive in copious quantities and ost require repeated doses of sword action before ng the farm and pushing up daisies



Tyris Flare is a mean fighting machine! These

are just two of her attack moves!





player action is all part of the new Golden Axe package. One-on-one duel modes are also included.



# REVIEW





this time they've brought some of their mates. The original their males. The original fire-breathing dinos are gone, but they're replaced by some new breeds, such as the double tail whipper, which flails its appendagin all directions in the hope of ching two enemies unawares and a new flame-breather which projects a line of fire straight in front of its face







RELEASE DATE: TBA **GAME DIFFICULTY: EASY** LIVES: 3 CONTINUES: 3 SKILL LEVELS: 3 RESPONSIVENESS: GOOD

Choice of characters, controls and levels

Impressive attract screens and animated storyline.

Great sprites and magic, but some pitiful backgrounds.

None too good. Weak effects and plain tunes don't help enhance the atmosphere.

Golden Axe fans will find this very easy to get into - in fact too easy!

It's not very challenging, and even Golden Axe novices should be able to get all the way

through it within a few sessions.

A disappointing seguel which lacks new ideas and challenge, and is just too similar to the original to be really worthwhile.

# COMMENT



Despite all the improvements made in Golden Axe II. it somehow isn't as enjoyable as the original. For one thing it lacks atmosphere. there's no real sense of involvement. The graphics are a mixed bag, really, with some excellent sprites but some surprisingly poor backgrounds.

The sound is also disappointing. with few decent effects and weedy RAD tunes accompanying the action. If you haven't got the original, I suppose Golden Axe

Il might be a worthwhile purchase. But to be honest, the original game is of a more consistent quality, is more challenging and is ultimately a lot more fun.

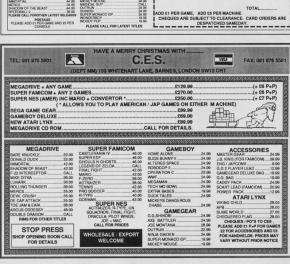


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### MEGADRIVE

# nose evil aliens just will not stop. They always

seem to think that they can get away with taking over planets that have been conquered fairly and squarely by Earth. So, just to teach them a lesson, the wity Earth armed forces are going to send out another barely-armed single-man fighter to destroy the entire alien operation

Being a bit of a thickie, you have, of course. volunteered to take on this highly dangerous mission against a massed enemy of a far greater technological level than yourself, to defend inhospitable planets which conspire against you with awarety of lethal natural hazards.

Galaxy Force II is yet another in a long line of shoot em ups on the Megadrive. This time, the action is viewed in 3D from behind the craft, Afterburner style. and the player zooms around five different planets. destroying the alien stronghold on each one. This involves flying low over the planet surface blowing upall and sundry, then flying through a funnel to reach the nerve centre of that particular planet. Destroy that, and it's onto the next planet for more death. destruction and devastation hi-jinks and frolics.



odds armed with a mere pea-shooter laser cannon. As a result, the kindly technicians of Earth have supplied you with an unlimited supply of fire and forget missiles. These simply lock on to the nearest targets and zoom off on a trail of destruction at your command. Also, handy power-up carriers appear once per level to supply you with a power boost for your auto-fire lasers. A pity no-one thought to supply you with a huge

e stony insects attempt to bar your path

### COMMENT



raphics of Space Harrier II

etty short, it doesn't take ion go all the way through the ame. Even the biggest Galaxy arce fans will be disappointed





### SHEATHS To prevent your spacecraft from

suffering too early a demise, it is supplied with some energy deflection shields. These stop enemy fire and minor collisions for a while, but take too many hits and they're history. This means that every impact directly affects your energy, giving you less time to complete the level!





MEAN MACHINES 148

### **MEGADRIVE**

### THANKS TO .. Thanks to Console Concepts for

supplying us with a review copy of his game. If you want more information, call them on 0782 712759.

Avoiding these energy flares of

### COMMENT



Galaxy Force II is a lame effort, with all the speed and playability of something slow and boring. The sprites aren't so bad, but the animation is lacklustre and jerky. The real fault, however, is jerky. The real fault, however, the unresponsive controls. Th ship seems to jerk and hop its way around the screen entirely of its own accord, making the ision detection doesn't add











BY: CRI

RELEASE DATE: NOW GAME DIFFICULTY: EASY LIVES: 1

CONTINUES: 0 SKILL LEVELS: 3 RESPONSIVENESS: POOR







Comprehensive options and nice stage select screen.

72%

Looks great when it's still, but everything moves slowly and jerkily.

Crummy sound effects and a few weedy tunes which don't add to the atmosphere.

The sluggish controls and poor visuals

result in immediate apathy...

... and the five short levels don't take very

long to complete. After that you won't want to come back.

A disappointing conversion let down by poor graphics, sluggish gameplay and lack of challenge.





Distanced not to be outdone by the hordes of now constructive through the construction of the constructive through the co of the screen. If you can manage this for thirty-six screens, the invaders are repelled forever and you are the here of the galaxy. If not, this could be the end of civilisation as we know it.







# PWETTY FLOWERS



Being loday's sort of shoot 'em up. Super Space Invaders has plenty of sorts a veapons with which to knock the enemy senseless. These weapons are contained inside the borus motherships which havesse the top of the screen. The speciatoular array of greebo crunching lackle available includes File Flowers, a sort of same born which destroys most of flowers, also of same born which destroys most of destroys an entire borcontal row of alien scum and Buster Lasers, which small up the screen, obliterating any traces of alien scum in its path









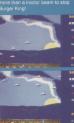






### DON'T HAVE A COW

At the end of every third level, a booms sub-game appears. It goes by the game of Cattle Multilation, and it concerns your efforts to prevent the kidnapping of all the Earth's cattle. The bottom of the screen is litered with cows, and as such one is caught in an alien ratactor beam. It struggles to case one is caught on the free more cows saved, the higher cattle of the aliens from it alies more than a tractor beam to stop Buser's Kind.





### BUNKER OFF

Fans of the original Space Invaders may be dismayed to see the disappearance of every allien crushers' friend - the bunker! Don't be too alarmed, however, as these are more than adequately replaced by the simultaneous two-player mode, which allows a friend to join the action with no increase in the allien hordes! This does have its down side however, as it means encliess fights over spaceal weapons, bonuses, cows.



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### COMMENT



Unlike Rad, I really got into this rave from the grave. The graphics are very nice, there are plenty of new features (including some great end-of-level baddies) and the game is fun and varied enough to keep you blasting. The cattle mutilation screen is a real laugh and if you're skillful you can rack up a whole heap of bonus points. The only

JULIAN problem I found is that the game of the problem I found is that the game of a complete pushover, but a bit more challenge on the top difficulty setting and on later levels would have helped give it more lasting appeal. Still, Super Space invaders is a simple, but entertaining

blast and with the extra appeal of the simultaneous two-player action is a must-see for Master System shooting fans.



BY: DOMARK

PRICE: £29.99
RELEASE DATE: DECEMBER
GAME DIFFICULTY: MEDIUM

LIVES: 3 CONTINUES: 3 SKILL LEVELS: 3 RESPONSIVENESS: GOOD







### PRESENTATION 830

Well presented, with quite a few options and impressive opening screens.

GRAPHICS

Good throughout. Well-drawn sprites, impressive weapon effects and brilliant backgrounds.

SOUND

79%

Inoffensive tunes and a few good effects.

PLAYABILITY 850

Dead easy to get into and fun to play.

LASTABILITY 79%

It gets tricky later on, but never hard enough to really tax the skills of a true blasting fanatic.

# **VERALL 82**%

An excellent shoot 'em up which is slightly marred by the fact that it doesn't get tough enough on later screens.

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WANNA FIGHT?

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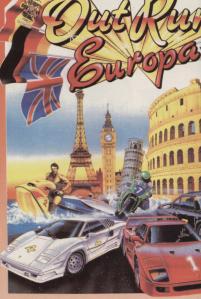


assignments in sunny countries, ending up in bed with some exotic, curvaceous female(s). In your spare time you usually infiltrate some big crime lord's castle/apartment/undersea base, crack his safe and take photographs of his secret plans with your mini spy-o-matic camera, before escaping in your 202 mph Ferrari F40.

However, in the deadly assignment dramatically dubbed "Outrun Europa", things have gone drastically wrong. The endless supply of ready 'n' willing women has suddenly dried up and your Ferrari's been purloined by the evil crime lord who wants his secret plans back (and doesn't mind getting a limited edition Ferrari into the bargain).

Now it's your job to grab the nearest form of transport possible and begin a trans-European road chase to catch up with the thieves behind the wheel of your Ferrari. Once the car and the plans are safely re-appropriated, it's time to head towards Secret Service HQ and successfully complete the mission. To help you in your escapades, you're able to make good use of the in-built weaponry featured in each mode of transport (even the jetski in this game has an in-built rocket launcher!). Aiding your mission still further are the extra shields and fuel canisters dotted around the landscape. Simply by running over these, the goodies are collected.

However, things aren't looking good. The crime boss has massed together all the crim-driven vehicles he can, and he's sent them all chugging along in your general direction. Suffice to say that giving your monkey ass a good dusting is top of their list of priorities!



It's Jetski time! Watch out though, danger is close at hand!

# Outrun Europa was originally planned to be US Gold's

home-grown sequel to their massively successful conversion of Sega's Outrun coin-op. However, the company had to think again when Sega released Turbo Outrun - because it was almost exactly the same game! Literally years later, US Gold dug up the Europa name, added in all of the different vehicles and locations and created the game you see before you. Marvellous!



**MEAN MACHINES 152** 

## SEGA

# REVIEW 🕮

meany of great forms of transport are lined up for you in Outrue Europa. Starting out on a high-power motorbike speeding along to Dover, it's not long before you hit the English Channel, where a nice jestski is just waiting for some fun and folics. Once over on the continent, plenty more high speed fun awaits. In Germany, a super turbo-charged Porsche awaits you and if you're really fucky and reach the last level of the agame, you get form you from you for your face game, you get form you for your falso Perrair FAQI!

# HIGHWAY HIGH JINKS Plenty of great forms of transport are lined up for you

TURBO

TUREO -Dodge those rocks! Obviously the English, Chiannel is shallower

than we thought...

4 TURR

### COMMENT

I must admit that I was very disappointed by this offering. As you can see from the screenshots, Outrun Europa isn't really too bad in the graphics department - but at the effort on the visual side of things should have been directed more towards the playability of the product. Rather than concentrate on the action (which is most important after all), the

minoration after ally, the programmers have spent a lot of programmers have spent a lot of leftort on the massive readside obstacles. The interpretation of the massive readside obstacles. The way to be a left of the left o

Explosionsville, Arizona! Your jetski comes with rocket launchers as standard - but ammo is short!

SELO:

An open road ahead of our Outrunning chum!



emmo ....

# SEGA









dea of differe odes of ansport, each

LIAN by jerky 3D and of variety. The roadside ects, although large and pressive, are completely pressive, are completely necessary. They should have an dumped and replaced by ore enemy cars and faster, soother 3D. The main oblem, however, is that there

all identical except for the main sprite and roadside objects. I same fault is apparent in the jetski and speedboat levels. It it's racing thrills and spills you're after, check out Fire and Forget II, Chase HQ, Battle Forget II, Chase II a. Do Outrun or Outrun - they're all much more exciting than this





Being barged off the road, shot or bombed by enemy helicopters isn't the limit to your troubles. Owing to your careless high speed travel, the cops have been alerted to your presence and are in hot pursuit! Arrest, by the way, leads to the game finishing immediately. \*\*\*\*\*\*\*\*\*\*\*\*\*



**GAME DIFFICULTY: TOUGH** LIVES: 1 CONTINUES: 0 SKILL LEVELS: 1 RESPONSIVENESS: GOOD



A couple of interesting presentation screens, but not a whole lot more.

Quite nice roadside obstacles and okay-ish sprites, but the 3D effect is lerky.

Good, though repetitive tunes and quite annoving effects (like the police siren).

Initially addictive, but the lack of variety soon makes itself apparent.

It's a tough game, but the action isn't varied or rewarding enough to sustain long-term play.

Potentially good, but unfortunately the lack of variety and poor 3D effect puts this racer at the back of the starting grid.



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SIGNATURE

# NINTENDO REVIEW

The planer Earth is dying and only you can save it! The evil Hoggs in Greedly has decided to drill for oil on all of Americas national parks. The American government haven been been so in the squared in squared on a dispersion of warplanes and amoured installations (freedy's constituted over sost of historical interest and natural beauty. Duthe how this is destroying the whole of planet Earth is able to if anylery, but the fact, cremans. Mr Greedly is a very naughty boy and must he stooped.

Each level is split into two sections. The first is a horizontally scrolling shoot em up, where CP's sidekicks light off the marauding hordes and wreak mass destruction upon Greedly's operation. The second half shows the Cap's efforts platform-style, with our man flying around destroying a huge enemy installation from the inside.





a cartoon, and it would seem the game is perfectly in keeping with his image. At Irrst it doesn't seem so bad, although the shoot! en up element fails to tie in with the cartoon. But once you've been 'silled in the same spot for what feels like the hundredth time, the whole thing wears more than a little thin. The exploration part of

RAD the game is mildly diverting, but it sail a but dull, unimaginative and repetitive. Captian Planet's sad graphics and sound could it excused if it weren't for the game's habit of palacing you in an impossible position from which there is no escape. Even doubling the number of hits your vehicle can take to two would have improved the gameplay no end. A lot could have been done with Costian Planet, the sent flow.

# PLANET PICK-UPS

The Captain is aided in his quest by power-up items left behind by Hoggish Greedly's vanquished cronies. There are offensive icons such as bi-directional fire and speed-ups and defensive ones such as shield crystals and extra lives.

Captian Planet is a product of the combined powers of five magical rings in the possession of the Planetans. As a result, he is able to utilize these powers to vanquish his enemies. On "outside" levels, fire blasts enemies with fireballs, water shoots waves, wind circles the vehicle with a protective hurricane, earth drops rocks on opponents lower than you and your heart enables you to rescue animals. During

"inside" levels, fire and earth are used to destroy things, water and wind help you get past hazards such as toxic gas or acid, and once more, heart power lets Captain Planet be nice to stranded beasties.



# PLANET TRANSPORTATION

The outside levels each feature one of the Planeteers' three fabulous vehicles. The face-Cruiser on level one is a large spaceship that looks something like Thunderbird 2. Check out level three's Eco-Copter for a fast and manoeuverable helicopter gunship. On level five, the Planeteers control the Eco-Sub, an environmentally friendly submarine used to protect the aquatic

locations in danger from Hoggish Greedly.



Submerged fun ahoy!



▲ The Captain nabs a



Planet's for the taking.

# **PLANET POWERS**



Aah! CP rescues a poor little elephant.



▲ Whirlwind power sees
Cap through some tricky





game, really. The game, really. The game, really. The coutside's shoot em up levels all seem to be noredibly difficult. It took me your an hour of frustrating play sat to get past level one! The hing is, after that, the "inside" sevels are pretty simple. rewarding. The graphics of throughout are okay, but not spectacular, and the sound is quite unfortunate, with some vary bizare tunes. If the gameplay on the shoot emuly levels has been tightened up, if of more enthusiastically, the shoot emuly show the shoot emuly shoot emuly

creator of Boulder Dash.

## **NINTENDO**



# **MINDSCAPE**

# RELEASE DATE: TBA GAME DIFFICULTY: HARD

LIVES: 5 CONTINUES: INFINITE SKILL LEVELS: 1 RESPONSIVENESS: POOR







A variety of intermissions, but there's a dull title screen and no game options to tweak.

Blocky, bland sprites cavort around dull, uninspiring backgrounds.

The sounds are akin to a dying walrus being put through a paper shredder, with tunes that'll have you buying ear plugs.

Initially off-putting, due to the badly judged difficulty level on the shoot 'em up sequences.

The game is very difficult, but there are only five levels, and the whole thing is just so infuriating it won't last.

A sadly wasted license. Bad graphics and sound coupled with frustrating gameplay make this one to leave on the shelf.

# MEGADRIVE

merican football is a game in which the player attempts to score points by carrying the ball across his opponent's touchline. Play stops every time the ball hits the floor, and if the ball has not been carried ten yards by the time play has stopped four times, possession is awarded to the opposing team. Points can also be gained by kicking the ball through the opposing team's goalposts, or by forcing the other team behind their own touchline.

American football has been represented in a number of games on the Megadrive, the best known of these being John Madden's Football. Joe Montana Il tries to shake off the shadow of this title by adopting a new, side-on viewpoint and zooming in on the action once play gets underway. Tactics are still chosen in a style similar to Madden, but plays are directly selected, as opposed to being reached through a series of choices such as formation and set.



# COMMENT

attempting to do something not inspired by Johr

ired to keep you standing as opponents rush in from all angles. But the really strong point is the speech. This adds an awful lot to the game, and makes it possible to overlook some of the gameplay flaws and annoyances. If you've got John Maddan's and you're looking for



### ERR, **REMARKABLE!** The major selling point of Joe

Montana II is the speech. Over one hundred and fifty phrases are combined to provide a running commentary throughout the game, with every move being talked through by the commentator. This improves the atmosphere no end, with tension being built up just as in real life!

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# MEGADRIVE







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### ECANNE RENNE RENN

# MENU ACTION Choosing plays in Joe Montana II

Choosing plays in Joe Montana it couldn't be much simpler. There plays appear on screen at once, and the desired option is picked by pressing one of the three joypad buttons. Pushing left or right on the controller scrolls the plays along in that direction, and pushing up or down chooses a set of three different styles of play, such as passing or kicking formations.





on the forty yard line...



ZOOM AND





# ZOOM AGAIN Before the snap, play is viewed

serore rite snap, play is dewed side-on from fair, but all this changes once the quarterback gets his mits on the ball. A square appears around the area of play, the view zooms in and the action is displayed using huge (for a sports game), clear sprites. Much less of the pitch is visible at the time, meaning you must think on your feet - more like real American football.



# COMMENT



with Joe come up with what is basically LAN a stunning

lowpiece game. It's not wed with spiffing graphics, but what it has got is speech.
Fons of it, in fact, over 150
different phrases! They're very
eleverly put together so that the
console doesn't keep on ult is truly amazing - it really loes sound like there's a ightly muffled old mentator chattering away

proughout the game! The gam itself is quite simple, which neans that novice American ootball fans can easily get into the action, but there is scope to earn some clever moves and develop your play. If you're after the best American football simulation available, John Madden '92 is the obvious pice - but Joe Montana II is different enough and impressive enough to deserve a place gside it in your co



GAME DIFFICULTY: MEDIUM/HARD LIVES: N/A CONTINUES: N/A SKILL LEVELS: 3







Lots of options and stats, brill zoom sequence.

Zoom view graphics are superb, but "standard" view is pretty poor.

cacophony of average tunes.

Probably the best speech ever heard, plus a variety of reasonable effects and a

Good response speed, plenty of tactics and addictive, arcade-style gameplay.

Lots of teams to beat, playoffs and three skill levels mean that the game should maintain a lengthy challenge.

A simple, but enjoyable American football game which features incredible speech. A landmark game - let's hope there's more like this!







Montana takes it... down the line.



He takes it.. he's going for the run.

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# **GAMEBOY**



ount Dracula is back! After the pasting the Dark One received in the original Castlevania, he's spent many years souping up his satanic powers, determined to destroy the person who dared stand up to him - Christopher Belmont. In order to carry out this foul deed. Dracula has summoned all his evil powers of possession available to him, and in a fit of diabolical evil has turned Belmont's son, Soyeiyu, into a massive rampaging demon!

Christopher is more than a tad annoyed at this development and sets out towards the new Drac HQ with revenge on his mind. When he gets there, he finds that once again, his skills and reflexes are tested to the max in a four-way scrolling platform-based environment. Armed only with a whip and substantial cunning, Christopher is pitted against the true horrific terrors of seven levels, each packed to the brim with possessed meanies and flesh-eating denizens of the undead

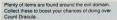
### COMMENT

addict, put this at the top of your shopping list immediately.



I thought the original Castlevania was good, but this is even better! There are loads of things to uncover, including secret screens, and it's a non-stop battle JULIAN all the way to beat Drac! If you're a platform

# THE POWERS OF GOOD





COIN: Increases your stash of points.



SMALL HEART: Gives you one more use of your special weapon.



LARGE HEART: Enables you to use your special weapon five more CRYSTAL BALL: Boosts the

### COMMENT What a brilliant



platform game this is! Plenty of levels packed with cunning traps and undead-related excitement make this a game you'll be playing time and time

again. Go for it!



BATTLE AXE: Belmont throws these in an arc, annihilating enemy sprites.







PLAYABILITY LASTABILITY 90% OVERALL 910/0







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W Bonanza Bros!



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# **GAMEBOY**





ke to the World Wrestling Federation ring and kick, punch and pin some monkey ass! This Gameboy adaptation of the mega American "sport" enables you to adopt the persona of either Mr Perfect, The Ultimate Warrior, Hulk Hogan, Macho King Randy Savage or Ted DiBiase - The Million Dollar Man!

Your objective in the game is to fight your way to the top of the World Wrestling Federation in pursuit of the coveted world title. To achieve this end, you face up to the rest of the WWF wrestlers featured in the game in a series of terrifying, but yet entertaining bouts (one or three falls, with or without a time limit it's up to you).

Once you're in the ring, your aim is simply to force your opponent to stay on the canvas for three seconds. You can do this with a couple of methods. Firstly you can pin your opponent to the canvas (although if he's got enough energy he shrugs off your assault), or you can cause him so much damage that he'll keel over and not get up!





### **HEAD-TO-HEAD** WRESTLING

Got your supa-groovy Gameboy head-to-head cable handy? Got a pal with a Gameboy and another WWF cart? Well, why not hook them up together for some two-player thrills 'n' spills. Rather than just participate in a tournament, this version of game is a simple one-on-one bout, with each player choosing their fave WWF wrestler!



### COMMENT



Superstars is just great fun especially when taking part in a one-on-one wo-player bout. Classy graphics and decent playability make this one to check

out and pronto! **MEAN MACHINES 168** 

### COMMENT

Unlike their real-life ounterparts, the wrestlers in this game are complete pushovers and finishing the game is very

easy, However, the two-player \_IAN mode is absolutely brilliant and offers plenty of thrills 'n' spills, WWF





ACCLAIM £19.99 RRAPHICS SOUND PLAYABILITY LASTABILITY OVERALL









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The word is that the Black Knight has escaped from jail! For the last couple of months, he's been held in the darkest and dankest dungeon of them all, pending his execution. But now he's free, ready to commit atrocities aplenty. Not surprisingly, the medieval world is very upset by this development and many men are dispatched to seek out the whereabouts of the dark one. After many weeks of searching, the Black Knight is finally located at the eponymous Dark Castle, well known place for non-evil citizens of the kingdom to die hideous and grotesque

You are the sole adventurer who dares set foot inside the Dark Castle - represented graphically in this game by a side-on platform-based environment. Your mediate aim on each screen is to use your superior agility and jumping prowess to reach the exit, where more challenges await on a fresh screen. Unfortunately, making this task a tad more difficult are

the masses of enemy sprites just waiting to cause you some grief. Luckily, your dimension-warping trousers can carry over 50 rocks at once which are used to stone your opponents to death

Your overall objective is to find the Shield of Protection and as many other mystical items as possible with which to fight the Black Knight. Only then can you tread the perilous path to the Black Knight's lair.



### COMMENT

graphics are truly bad, with tiny,

Oh my word! Dark Castle takes me back to the days when no one could program the Amiga properly and instead came out with pathetic platform games with deformed graphics and gratuitous sampled sound. Funnily enough, that's exactly what Dark Castle is. There are no original ideas on offer here. The platform game is fundamentally simple and the

III-defined sprites wobbling around Spectrum-esque backdrops. The control method s really awful, with very unresponsive action. The method used to change the direction of firing is slow and makes for many a frustrating death. One thing's for sure - the hero in this game is a real weed. Even touching a small rat results in a violent and sudden death. Dark Castle's only redeeming feature is the sound - the sampled effects are pretty good. However, that factor apart, I can't recommend this sad effort at all.

# 

### STICKY-OUT POINTY BITS FOR THE MAIN PIC

**GUARANTEED TROUBLE: This** set of rooms should be your first choice when setting foot in the Dark Castle. Here, you find all

sorts of trouble which help hone your skills for the major quest ahead!

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finally destroy the evil Black Knight!

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THE LABYRINTH: This a-mazing maze contains many secrets -

including the vital Shield of Protection. Collect this to make your quest far safer

QUEST FOR THE BLACK

KNIGHT: Follow this path of

extreme danger to track down and

# **GETTING** YOUR ROCKS

from the rocks secreted about your person. Whilst standing still, using UP and DOWN on the joypad these solid objects. ng the C button sends the ing along the chosen









# SUPA SOUND By now you've probably scoped

apparent reason





00)(1900)(59)(3)[2





This game is so bad, criticising it is like kicking a sad, retarded cripple while he's down. Apart from the laughable sampled sound. everything about it is diabolical. The graphics look like they've been lifted from a particularly crap Master System game - well, look at the screenshots and agree. What

you can't see, though, is the JULIAN movement of the rubbish zombie

hunchbacks have very dubious appendages which become erect when you approach. Quite what they are is difficult to ascertain due to the fact that they're so badly drawn, so I'd better not ponder any further. Gameplay? Well, where is it, that's what I want to know. It's challenging, but for all the wrong reasons. You spend most of your time battling the stupid control method, rather than the baddies. The way you throw stones is pathetically slow, and the collision detection is so dodgy it had me velling with frustration. Within a few hours I'd had enough, and Dark Castle was dumped. If a gameplayer went to hell, this is the game he'd be made to play.



RELEASE DATE: OCTOBER GAME DIFFICULTY: TOUGH

CONTINUES: INFINITE SKILL LEVELS: 3 RESPONSIVENESS: SAD



Little in the way of options or pretty screens to look at.

Sad, malformed sprites and backdrops more suited to an aged Master System game.

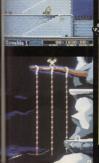
A sad rendition of classical music (which can be turned off), but some pretty fabby

samples to liven things up a bit.

A silly control method and unresponsive controls make this very difficult to get into

It doesn't take long for the dodgy controls and awful collision detection to put you off playing this for good.

Apart from the comedy appeal of owning the worst Megadrive game yet, there's no point in buying this awful. unplayable game.





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# MART A



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# MART A



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prefrably a girl want some one who will send one every

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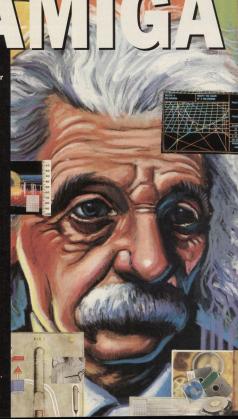
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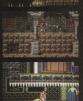




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# MASTER SYSTEM









# MASTER SYSTEM







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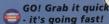


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